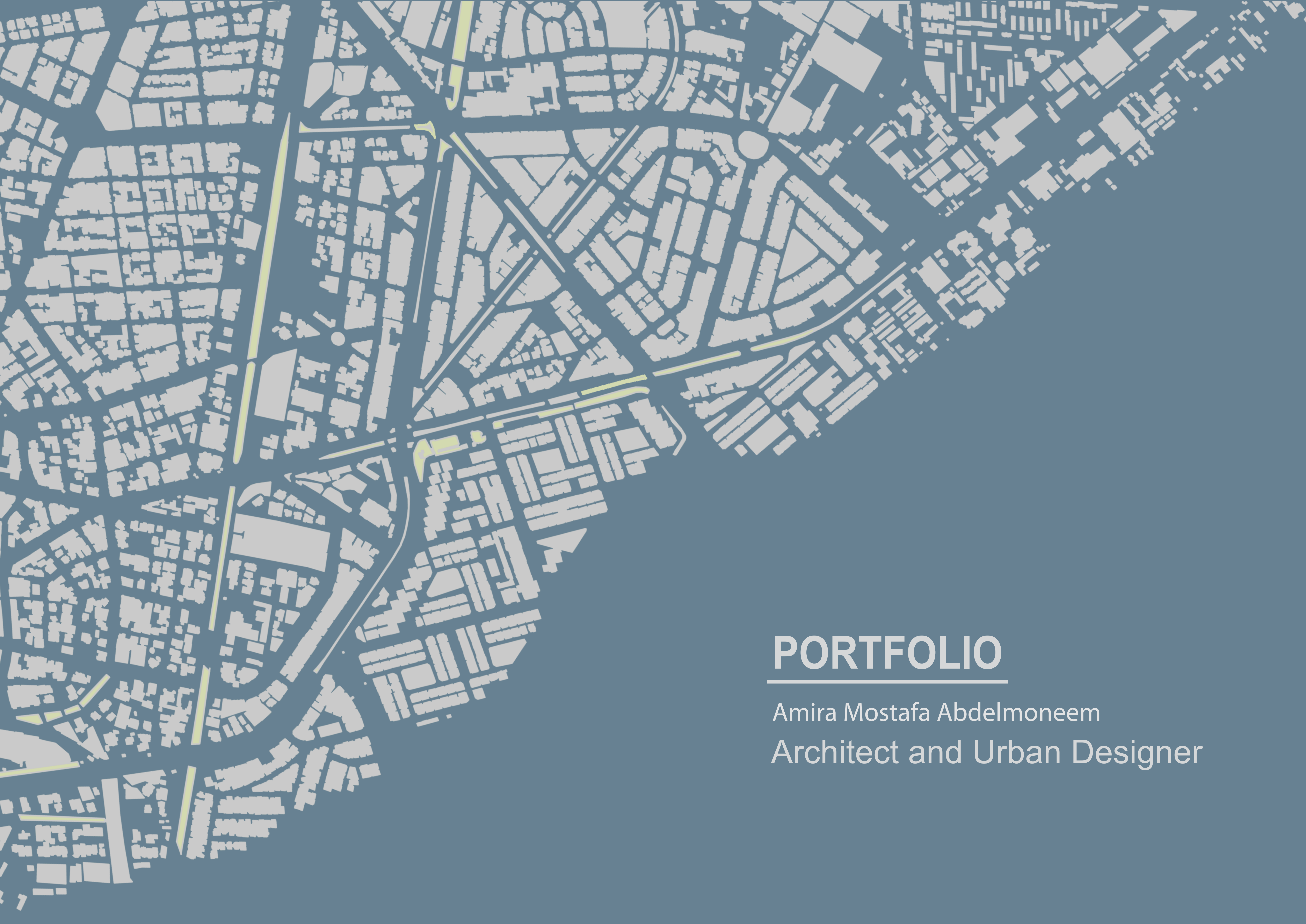


PORTFOLIO

Amira Mostafa Abdelmoneem

Architect and Urban Designer

ABOUT ME

An enthusiast person, eager to contribute in team success. has an exceptional ability to develop innovative ideas, excellent organizational skills, currently Seeking an opportunity to utilize my potentials, also to be mentored towards a successful career.

CONTACTS

Alf Maskn, Cairo
(+20)1157344478
amirazalazel@gmail.com

linkedin.com/in/amira-mostafa-41907016b
behance.net/amiramostafa2

LANGUAGES

- Arabic
- English (B2)
- German (A2)

TECHNICAL SKILLS

- Photoshop
- Illustrator
- InDesign
- Adobe premiere
- AutoCAD
- 3d Max
- Revit
- Rhinoceros
- Corona renderer
- Lumion
- Primavera
- Cinema 4d
- Sap
- Arch GIS
- Adobe Lightroom

PERSONAL SKILLS

- Team work
- Attention to detail
- Fast learning
- Observation
- Organization
- Creativity
- Problem solving
- Flexabilty

COMPUTER SKILLS

- MS office
- MY SQL
- Python
- Exel

EDUCATION

2017 - 2022

B.S Degree in Urban planing and Design
Studied at Ain Shams University, Faculty of Engeneering, Department of Urban planing and Design
Graduated with an accumulative grade of Very Good and Excellence in the Graduation project

EXPERIENCE

Junior Planning Engineer
Al walaa Company (Nov 2022 - Present)
planning and tracking the progress of the projects

Design summer school-DSS program
Studio 34 (Jul 2021 - Oct 2021)
attended online courses in visualization and architecture talks

Site engineer intern
Engineering Consultancy Center (Aug 2021 - Sep 2021)
trained in landscape works, working details and project phases execution.

Social media moderator
Farma plus (Sep 2018 - Dec 2019)
Worked in data entry and organizing costumer's data for shipping.
Increased customer satisfaction by resolving their complaints.

Data entry operator
Con Estilo online shop (Oct 2019 - Dec 2019)
Dealt with customer's data and organizing shipping information.

ADDITIONAL ACTIVITIES VOLUNTEER WORK

United Nations Secretariat /Volunteer at COP27-Sharm el sheikh in 2022
employed as a general support - help desk during the UN Climate Change Conference of Parties held in Sharm el Sheikh, Egypt

Team Leader of Outgoing Global Volunteer at AIESEC ASU in 2021
Managed +20 outgoing exchange volunteers from Egypt to abroad.

Media member at ENACTUS ASU in 2019
Documenting big events and Video editing work for the audits final projects.

Marketeer at BASMAH in 2018
Organizing events by contacting the speakers, bands, sponsors.
Participating in Cairo runners events as BASMAH organizer.

Money Talks Track Volunteer at Warqa wa klm in 2018
teaching orphans about business, market needs and sales and applying these definitions in real small projects that made certain profit.

CONTENTS

INDIVIDUAL PROJECTS

1. SOUL Civic Center - Graduation Project p.09
2. Gen-Z City - Gaming and Business Park p.17
3. Tranquille Mixed Use Tower p.24

GROUP PROJECTS

1. Gateway To Heliopolis p.32
2. Abre De La Via Compound p.41
3. Morocan Garden - International Park p.50
4. Residential Neighbourhood p.56

PERSONAL WORK

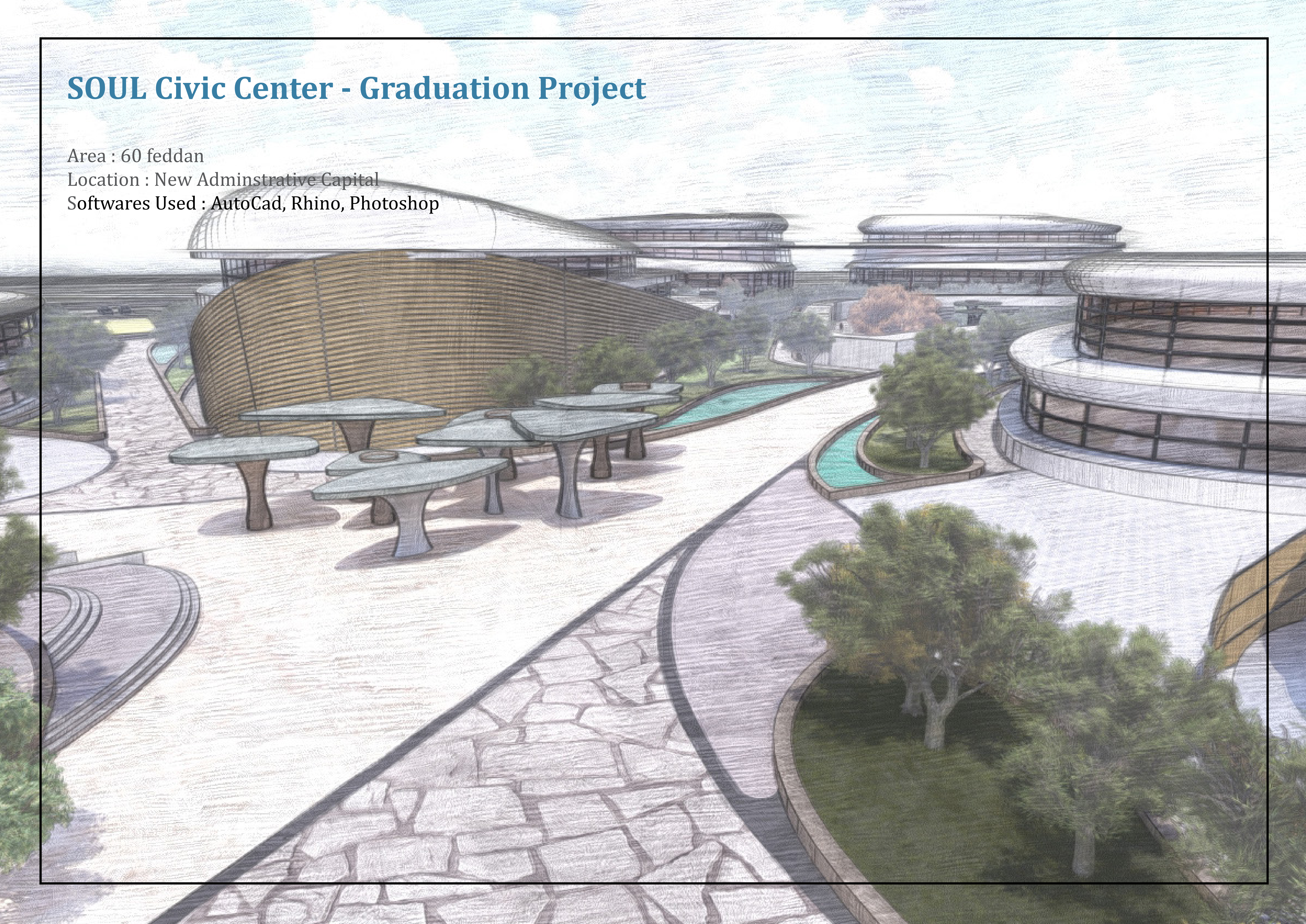
Concept Art - Photography p.61

INDIVIDUAL WORK

Urban design - landscape -Architecture

SOUL Civic Center - Graduation Project

Area : 60 feddan
Location : New Adminstrative Capital
Softwares Used : AutoCad, Rhino, Photoshop



The Happy City: The New Administrative Capital

SOUL CIVIC CENTER

AMIRA MOSTAFA

Location

EGYPT
Great Cairo
New administrative capital
Phase one

Civic center definition

It has a lot of definitions that is led by its theme, it is the dominant land compared to its surroundings, it's a focal point that attracts children, adults, seniors...) no specific targeted people or gender.

Happy City and quality of life definition

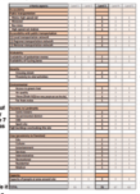
It is a city where residents experience sense of happiness and wellbeing through aspects likes security and sense of safety, culture of sharing, low carbon transportation, gardens and public spaces...

Smart City definition

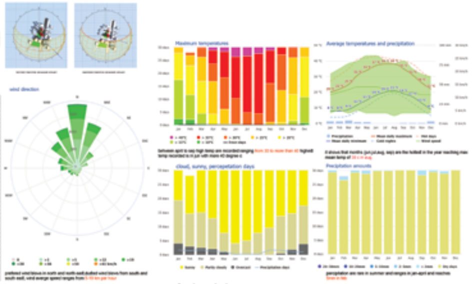
The term smart means uses various softwares, the most important one is IOT "internet of things" which means all devices can be on the network to exchange data and interact. It's like a base/foundation of network; city devices can exchange data and notify its people;

Land selection criteria

five lands in phase one where where chosen on aspects like targeted users , approximate of public transportation, land marks near sites and most importantly that the land is currently unconstructed. Aspects of happy city principles and QOL were measured in addition to the 7 principes of NAC, each principle held measurable points upon which a ranking from 1-3 was made



Eironmental studies



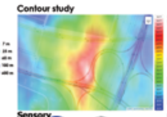
Site analysis

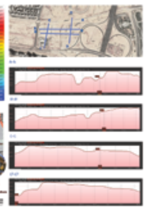
- the site is sourrounded with two main roads ben seid the north from the south,a ramp ? from the regional ring road
- max. height of the site is 28 m
- contour of 18-20 meter is noticd
- the site is surrounded with vital areas like the CBD and smart city and a monrail is beside it

Legal

Landuse Map

Heights Map


Contour study



Accessibility Map

Micro Hierarchy Map

Macro Hierarchy Map

Sensory

A linkage between Cairo and NAC

through:

the princible of connected city :

A cheap and fast mean of transportation (the monorail) anyone can reach

people attraction approach :

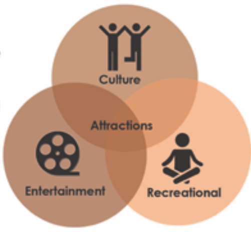
Adopting 3 main attraction themes cultural, recreational, entertainment that guarantee liking of different kind of people

people-oriented design

The concept of the Agora by encouraging social interaction and creating lively shared spaces serving a diverse array of activities to Bring people together fostering social cohesion and tackling loneliness and mental health,

the princible of sustainable city

Adopting a Biophiliic design that connects human with nature and other living beings.


Culture
Attractions
Entertainment
Recreational

targeted people

An open space any one can go ...." A place for all"

A first choice place to spend ur time , a place for CBD bussinesmen, students, women, children, youth,....

Reflections of the researth phase

Happy city Piller: Choosing a site adjacent to low carbon public transportation, non-motorized lanes and near livable part of the NAC

Quality of life context : achieving pedestrian friendly project ,access to transportation, ...) economic and political qualities and social qualities from the reflection

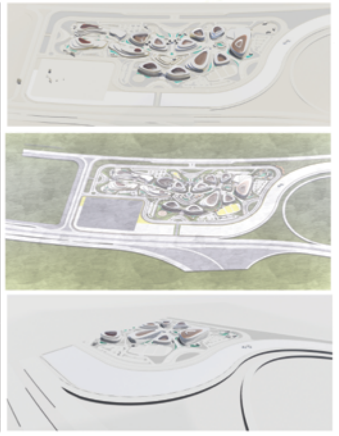
Choosing the civic center scale of regional to serves variety of people, cultures and levels. Making linkage to Cairo may will foster the function of the civic center

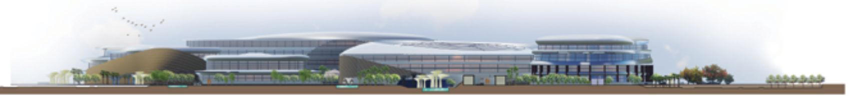
Open market

Chilling sit space from shopping

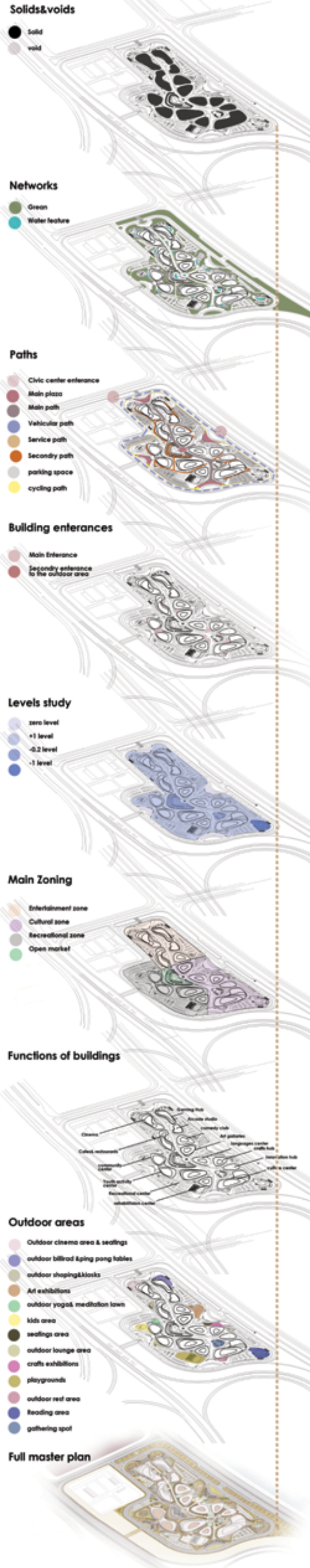
Program

ZONE	USE	AREA	Total Zone Area (Building + Open Spaces)	FOOTPRINT	No. of floors	Total built up area	FAR
Cultural	Innovation hub	1802	21166	1802	3	5406	0.31
	Cultural center	7981		7990	5	39905	
	Arts gallary center	2891		2900	3	8673	
	Art exibitions	3256				0	
	crafting hub	2330		2330	3	6990	
	languages center	2906		2906	4	11624	
Recreational	Youth activity center	3204	22022	3204	4	12816	0.23
	community center	3166		3166	4	12664	
	Recreational center	5517		5517	4	22068	
	playgrounds	5733					
	lawn plaza	1824					
	seating area	400					
	rehab center	2178		2178	3	6534	
Entertainment	Gaming hub	3117	12453	3117	4	12468	0.19
	Arcade studio	1648		1648	2	3296	
	Cinema	4474		4474	4	17896	
	Multipurpose club	2824		2824	3	6260	
	kids area	390					
Services	kiosks	4015	192589	4015	1	4015	0.08
	Retail& restaurants	4445		4445	3	13335	
	Open market	7422					
	Roads & parkings	37234					
	plazas	6224					
	landscape	133249					
Total		248230	248230	52516		21.16%	0.81

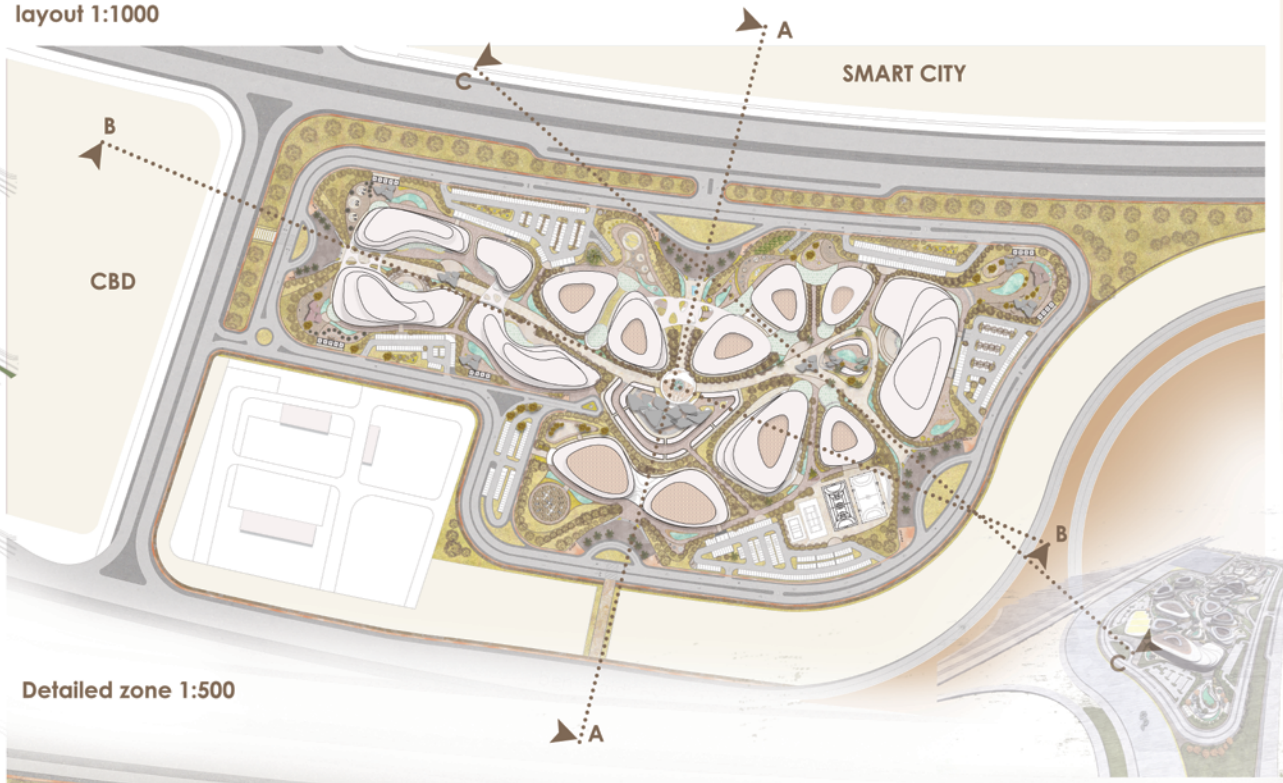



Section A-A 1:500

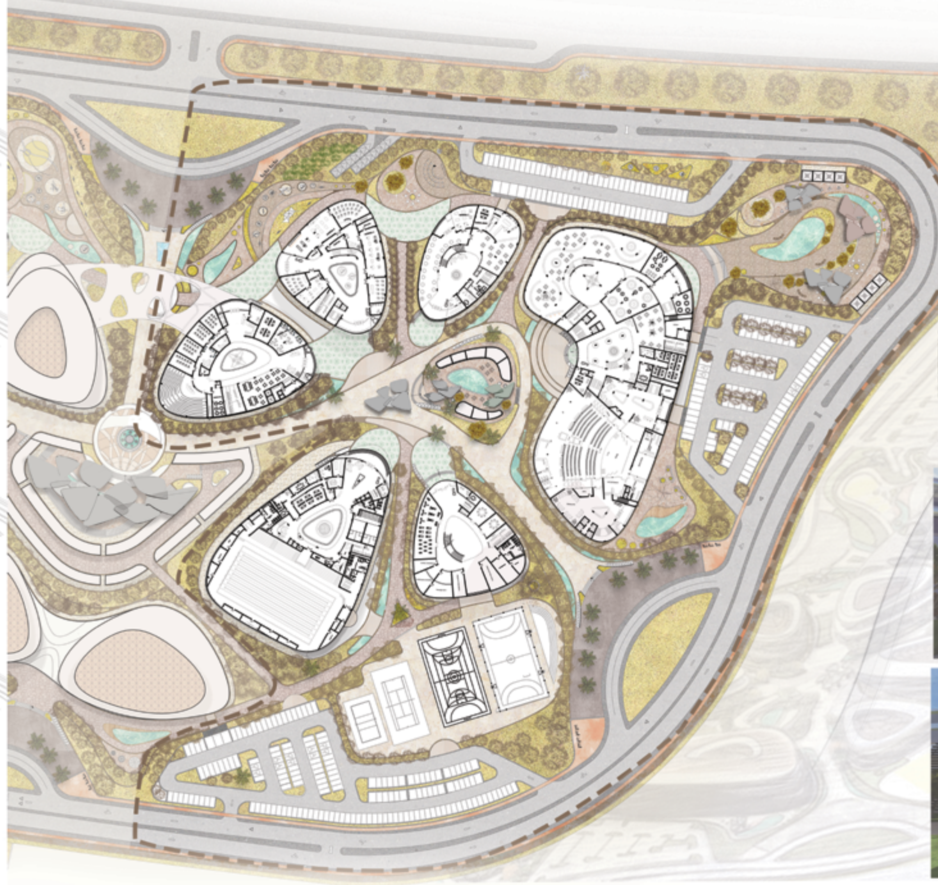
3D Diagram

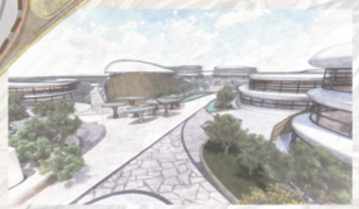

Solids&voids
Solid
void
Networks
Green
Water feature
Paths
Civic center enterance
Main plaza
Main path
Vehicular path
Service path
Secondry path
parking space
cycling path
Building enterances
Main Enterance
Secondry enterance to the outdoor area
Levels study
zero level
+1 level
-0.2 level
-1 level
Main Zoning
Entertainment zone
Cultural zone
Recreational zone
Open market
Functions of buildings
Cinema
Cafes& restaurants
community center
Youth activity center
Recreational center
rehabilitation center
Outdoor areas
Outdoor cinema area & seatings
outdoor billirad &ping pong tables
outdoor shoping&kiosks
Art exhibitions
outdoor yoga& meditation lawn
kids area
seatings area
outdoor lounge area
crafts exhibitions
playgrounds
outdoor rest area
Reading area
gathering spot
Full master plan

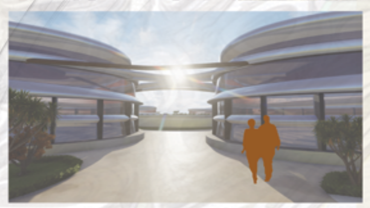
layout 1:1000

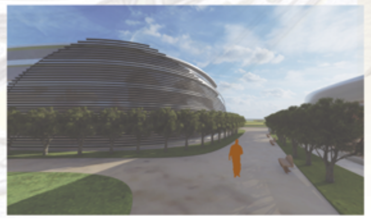

A
C
B
SMART CITY
CBD
B
C
A

Detailed zone 1:500





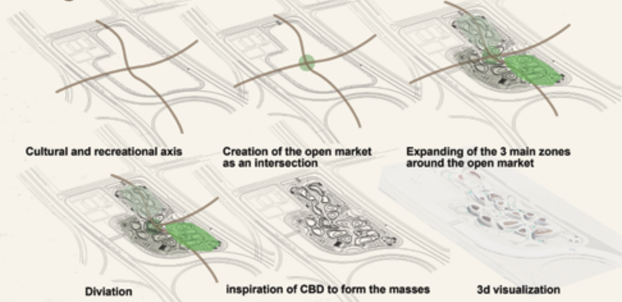




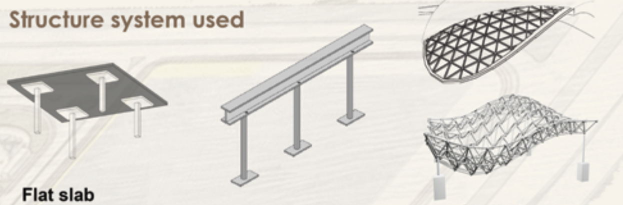
Reading zone

Gathering spot

Form generation


Cultural and recreational axis
Creation of the open market as an intersection
Expanding of the 3 main zones around the open market
Diviation
inspiration of CBD to form the masses
3d visualization

Structure system used

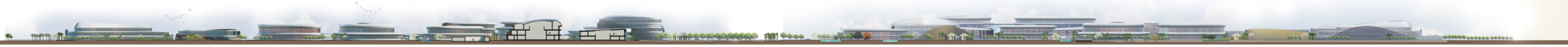

Flat slab
max span: 8-9 meters
Steel structure
Shell structure

Architecture style

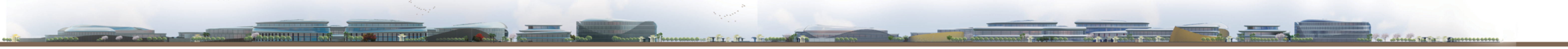
Ispiration of the masses

-the futuristic design of the New Admistration to be a fourth generation city
-breaking the boundaries between modern and traditional

Keywords:
AGORA BRING PEOPLE TOGETHER BREAKING BOUNDRIES LINKING


Section B-B 1:500

Section Elevation C-C 1:500

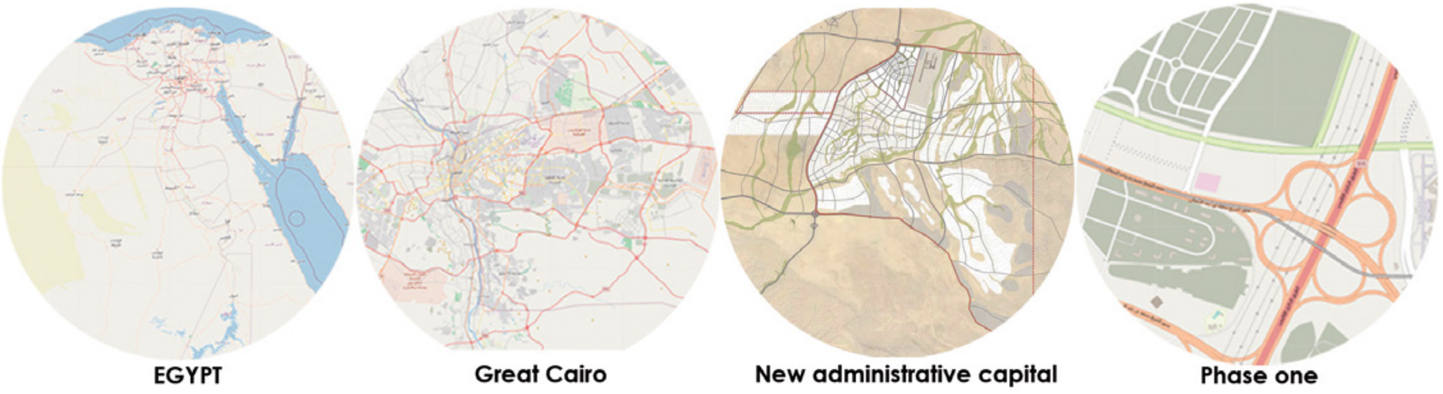

Southern Elevation 1:500

Northern Elevation 1:500

Ain Shams University Faculty of Engineering Department of Urban Planning & Design Graduation Project UPD 2022 Final Submission

LOCATION

Located in the Phase one in New admistrative capital next to the monorail station


EGYPT
Great Cairo
New administrative capital
Phase one

A linkage between Cairo and NAC

through:

The princible of connected city

A cheap and fast mean of transportation (the monorail) anyone can reach

People attraction approach

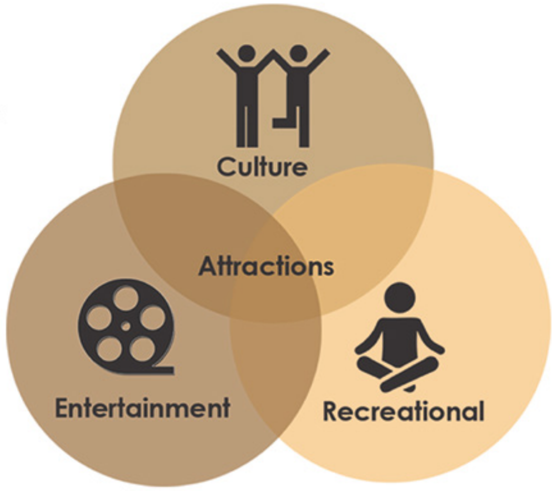
Adopting 3 main attraction themes cultural, recreational, entertainment that guarantee liking of different kind of people people-oriented design

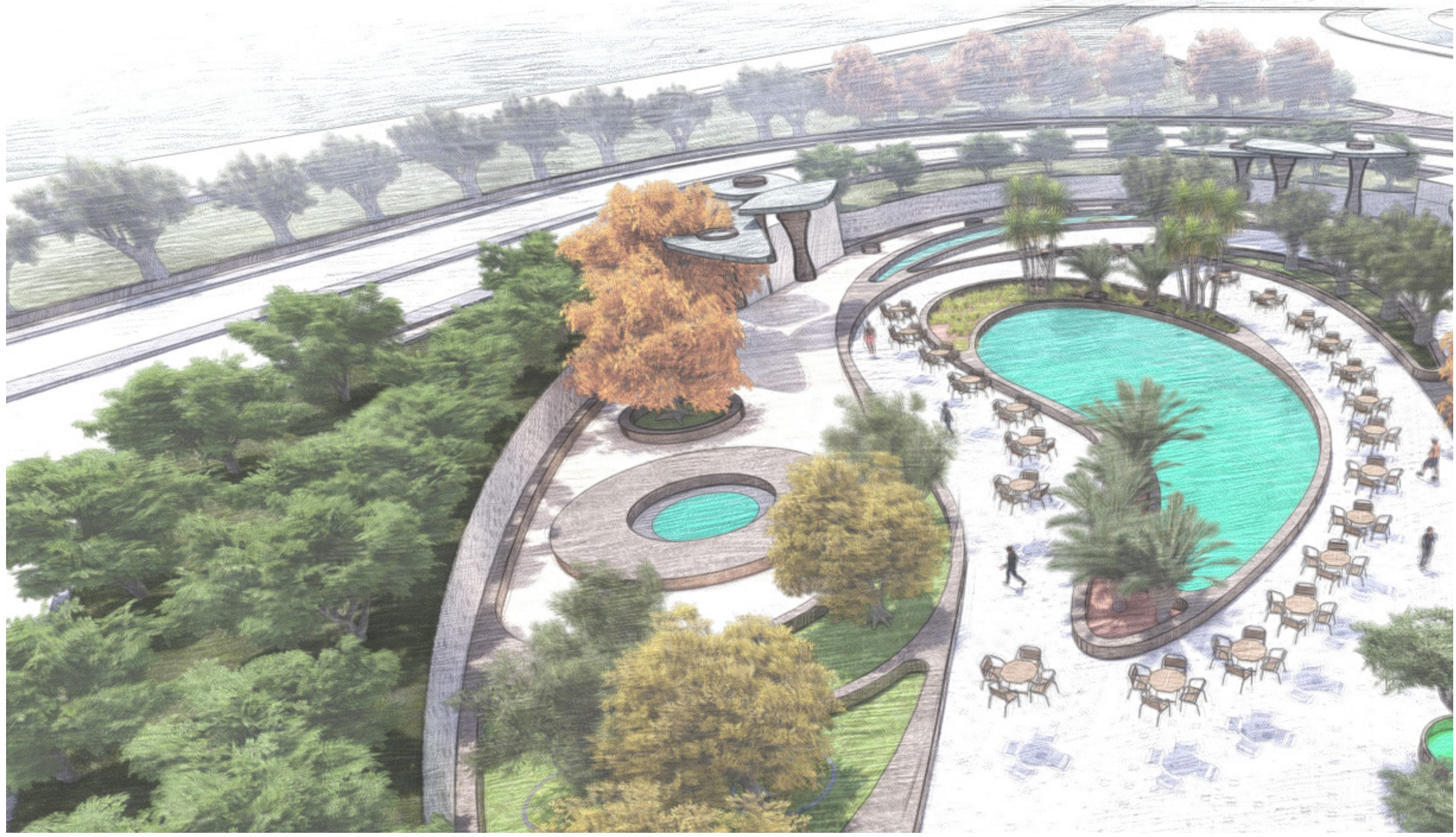
The concept of the Agora (Open Market)

by encouraging social interaction and creating lively shared spaces serving a diverse array of activities to Bring people together fostering social cohesion and tackling loneliness and mental health

The principle of sustainable city

Adopting a Biophiliic design that connects human with nature and other living beings.

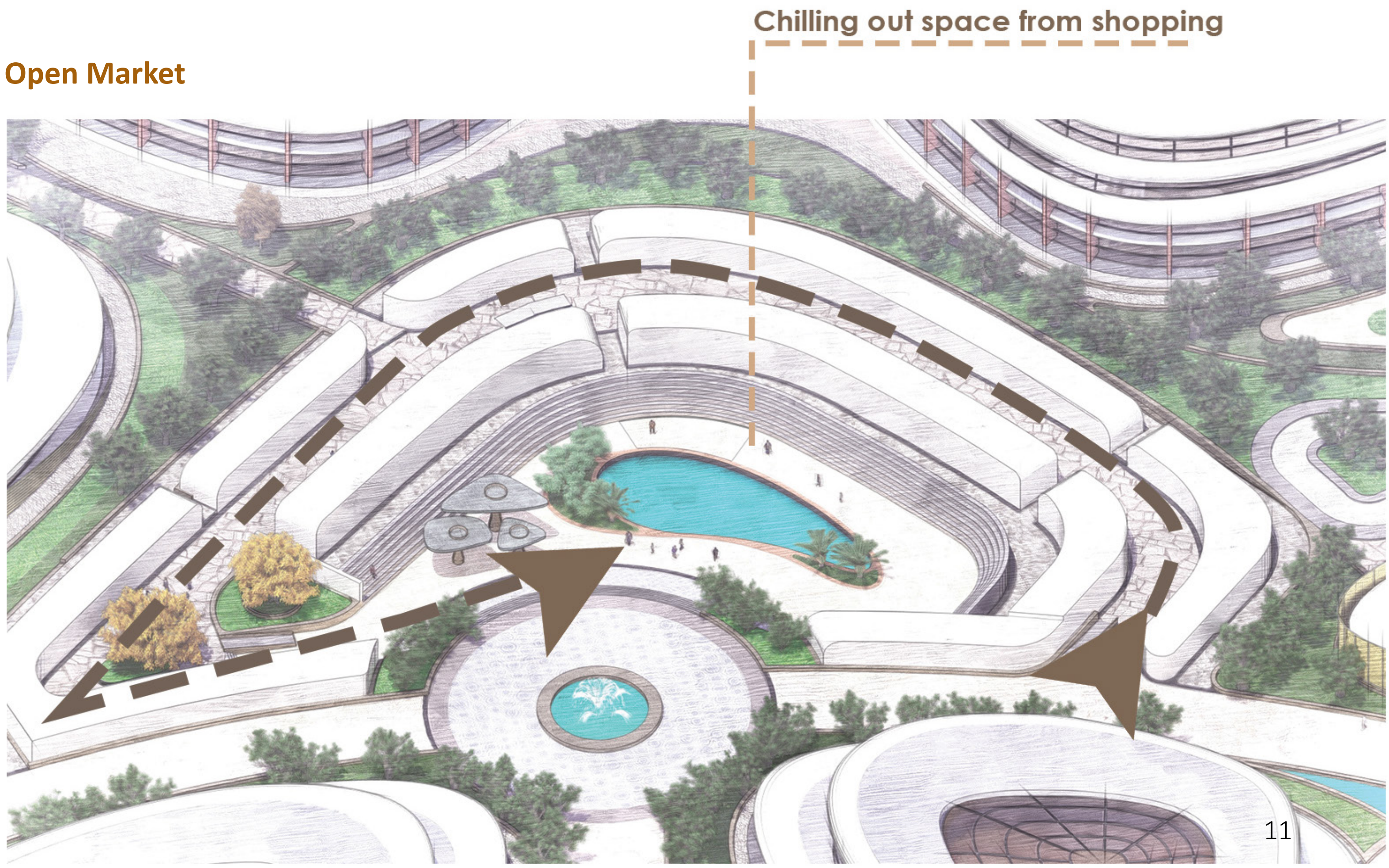

Culture
Attractions
Entertainment
Recreational



targeted people An open space any one can go

“ A place for all” A first choice place to spend ur time , a place for CBD bussinesmen, students, women, children, youth,....

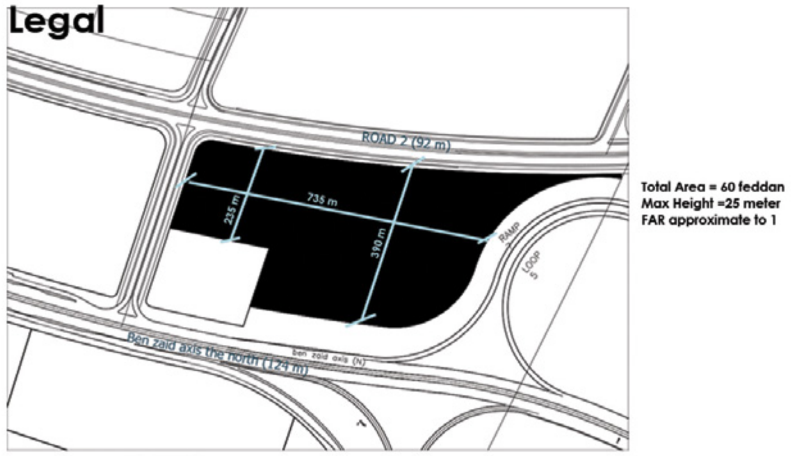
Open Market


Chilling out space from shopping

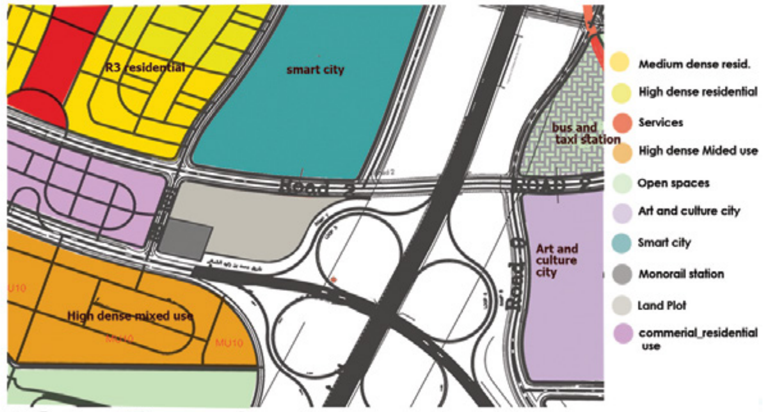
SITE ANALYSIS

The site is suurounded with two main roads ben zaid the north from the south,a ramp 7 from the regional ring road
Max. height of ay building to be constructed is 25 m
Contour of 15-20 meter is noticd
The site is surrounded with vital areas like the CBD and smart city and a monrail is beside it.

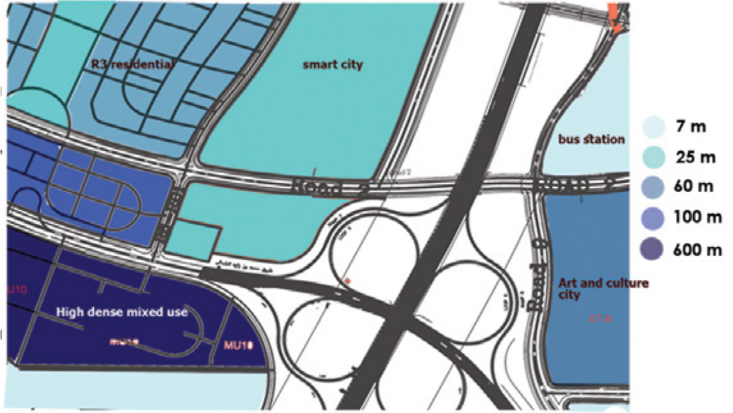
Legal


ROAD 2 (92 m)
735 m
235 m
390 m
RAMP
LOOP 5
Ben zaid axis the north (124 m)
ben zaid axis (N)
Total Area = 60 feddan
Max Height =25 meter
FAR approximate to 1

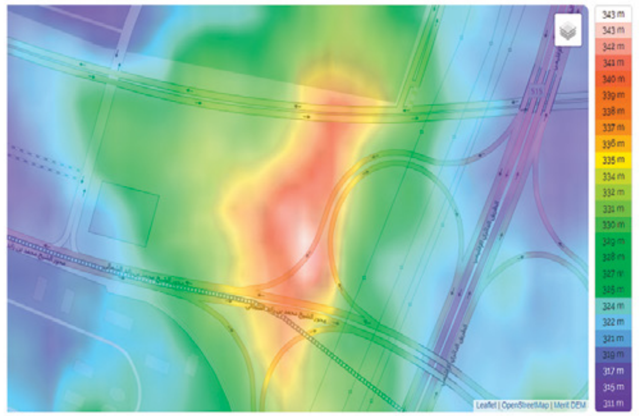
Landuse Map


R3 residential
smart city
bus and taxi station
Road 2
ROAD 2
Road 9
Art and culture city
High dense mixed use
MU10
Medium dense resid.
High dense residential
Services
High dense Mided use
Open spaces
Art and culture city
Smart city
Monorail station
Land Plot
commerial_residential use

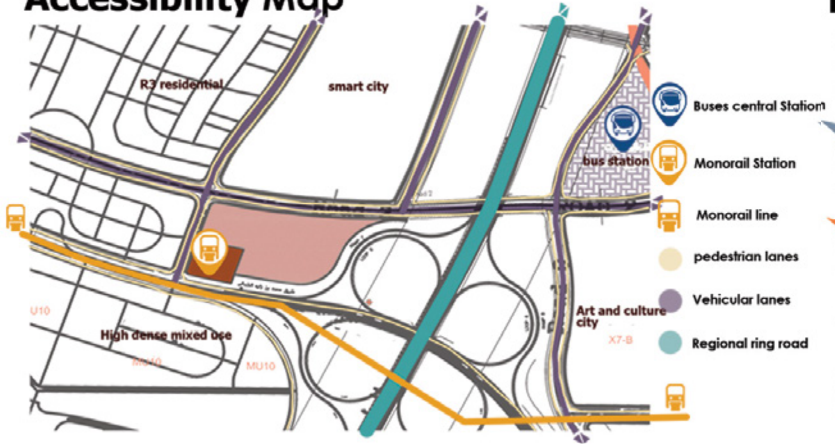
Heights Map


R3 residential
smart city
bus station
Road 2
ROAD 2
Road 9
Art and culture city
High dense mixed use
MU10
7 m
25 m
60 m
100 m
600 m

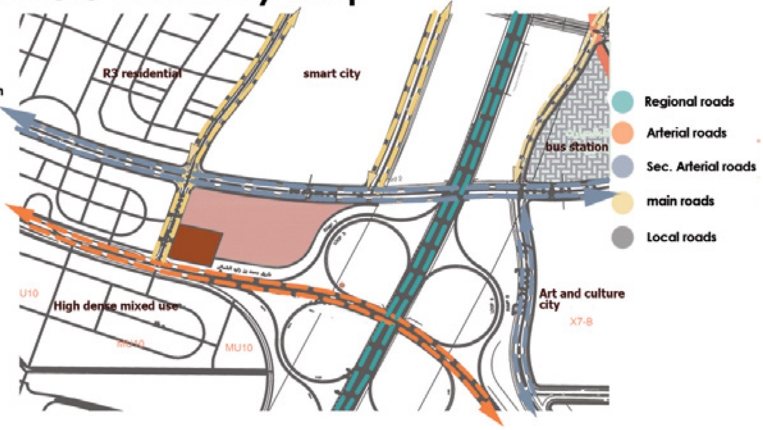
Contour study


343 m
343 m
342 m
341 m
340 m
339 m
338 m
337 m
336 m
335 m
334 m
332 m
331 m
330 m
329 m
328 m
327 m
325 m
324 m
322 m
321 m
319 m
317 m
315 m
311 m
Leaflet | OpenStreetMap | Merit DEM

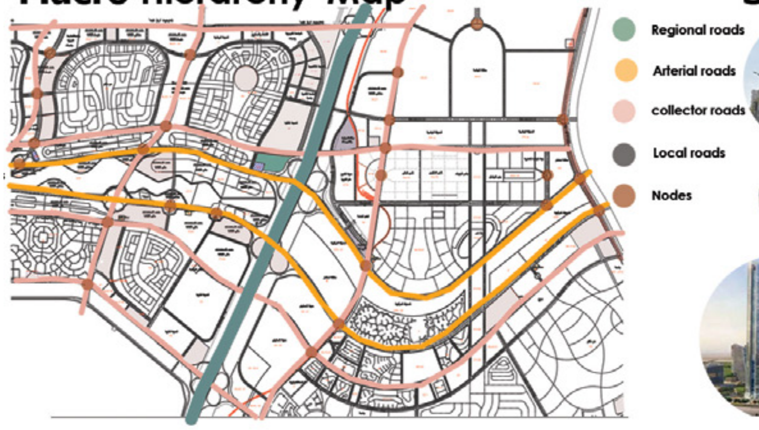
Accessibility Map


R3 residential
smart city
bus station
Art and culture city
High dense mixed use
U10
MU10
X7-B
Buses central Station
Monorail Station
Monorail line
pedestrian lanes
Vehicular lanes
Regional ring road

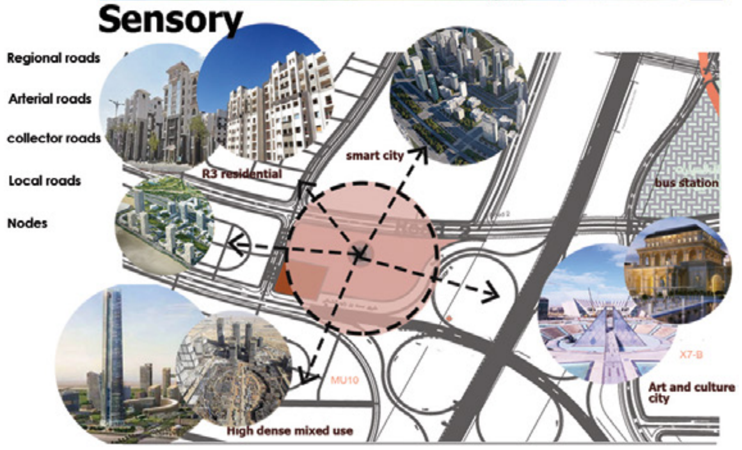
Micro Hierarchy Map


R3 residential
smart city
bus station
Art and culture city
High dense mixed use
U10
MU10
X7-B
Regional roads
Arterial roads
Sec. Arterial roads
main roads
Local roads

Macro Hierarchy Map


Regional roads
Arterial roads
collector roads
Local roads
Nodes

Sensory


R3 residential
smart city
bus station
High dense mixed use
MU10
X7-B
Art and culture city

Reflections

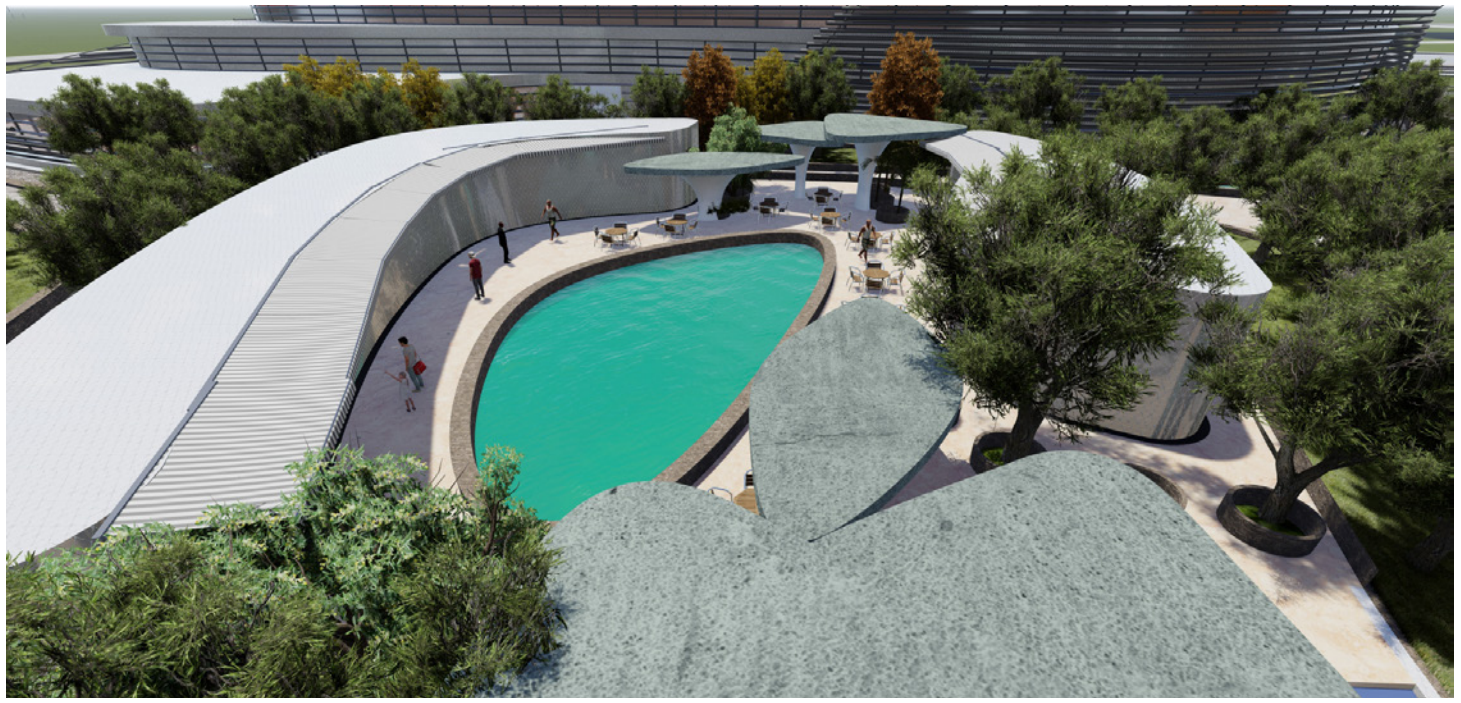
Happy city Piller:

Choosing a site adjacent to low carbon public transportation, non-motorized lanes and near livable part of the NAC

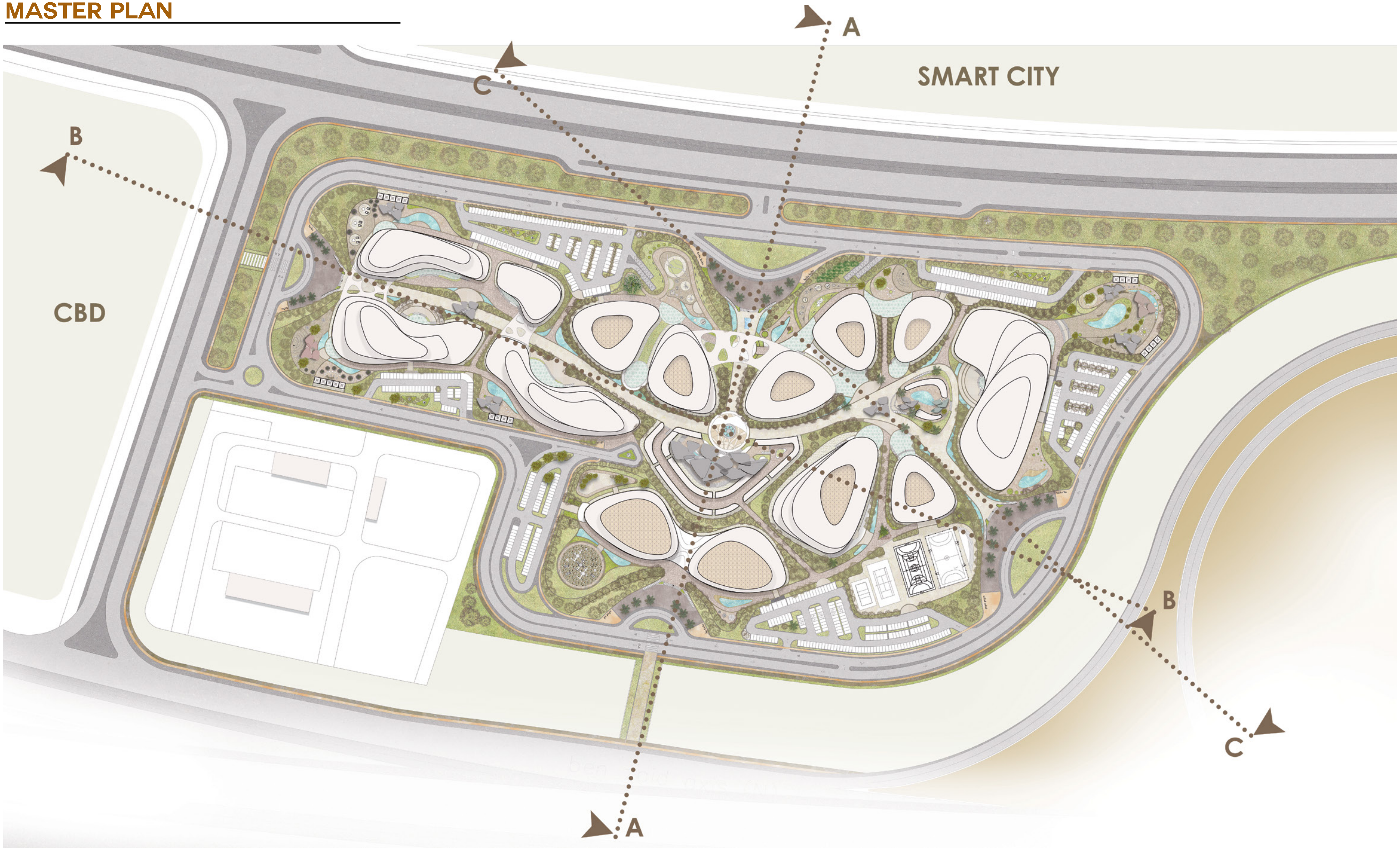
Quality of life context :

achieving pedestrian friendly project ,access to transportation, …) economic and political qualities and social qualities from the reflection

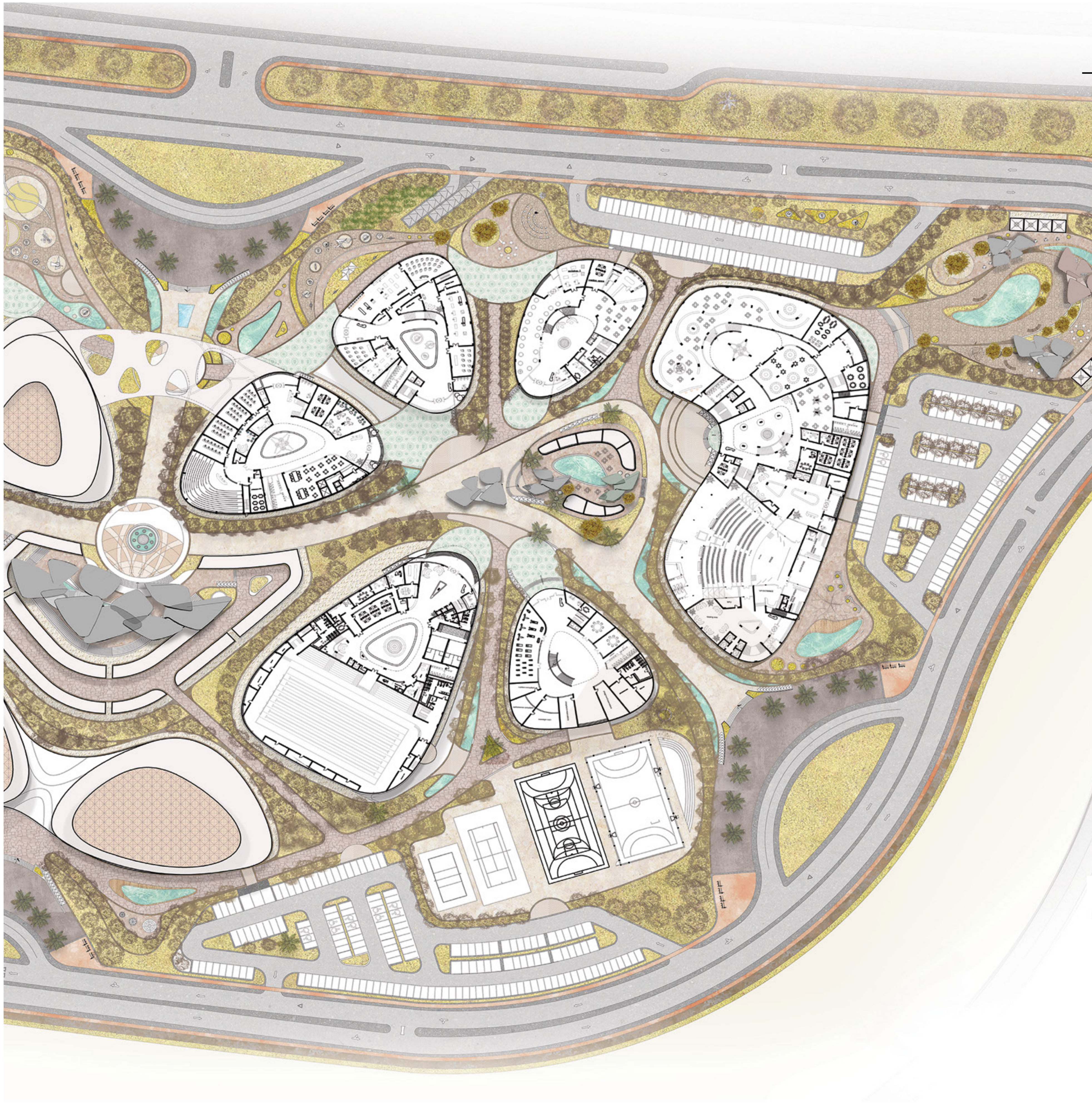
Choosing the civic center scale of regional to serve variety of people, cultures and levels. Making linkage to Cairo may foster the function of the civic center



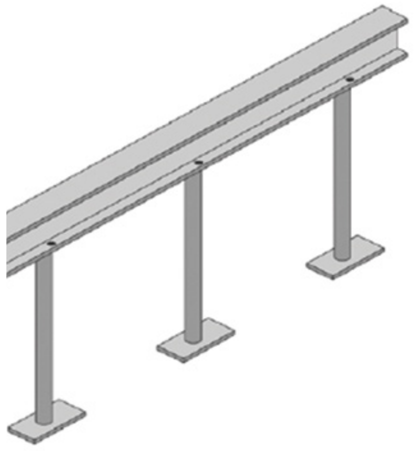
MASTER PLAN


A
SMART CITY
C
B
CBD
B
C
A

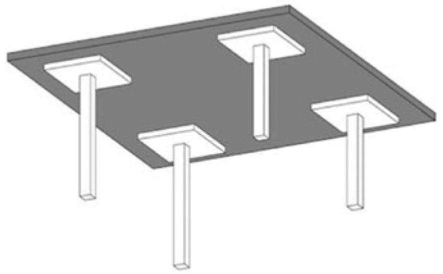
DETAILED ZONE



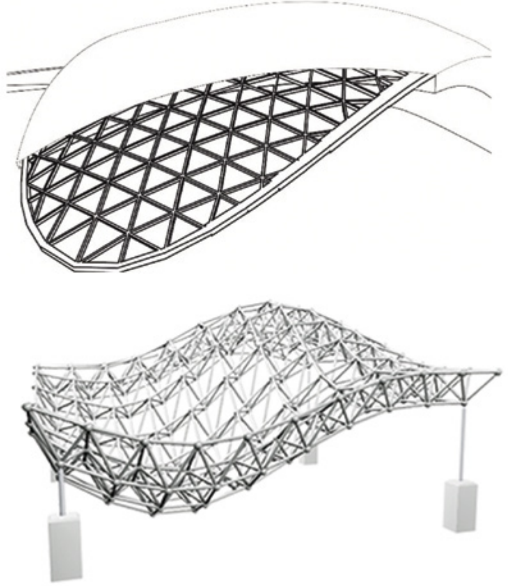
STRUCTURE SYSTEM USED



Steel structure

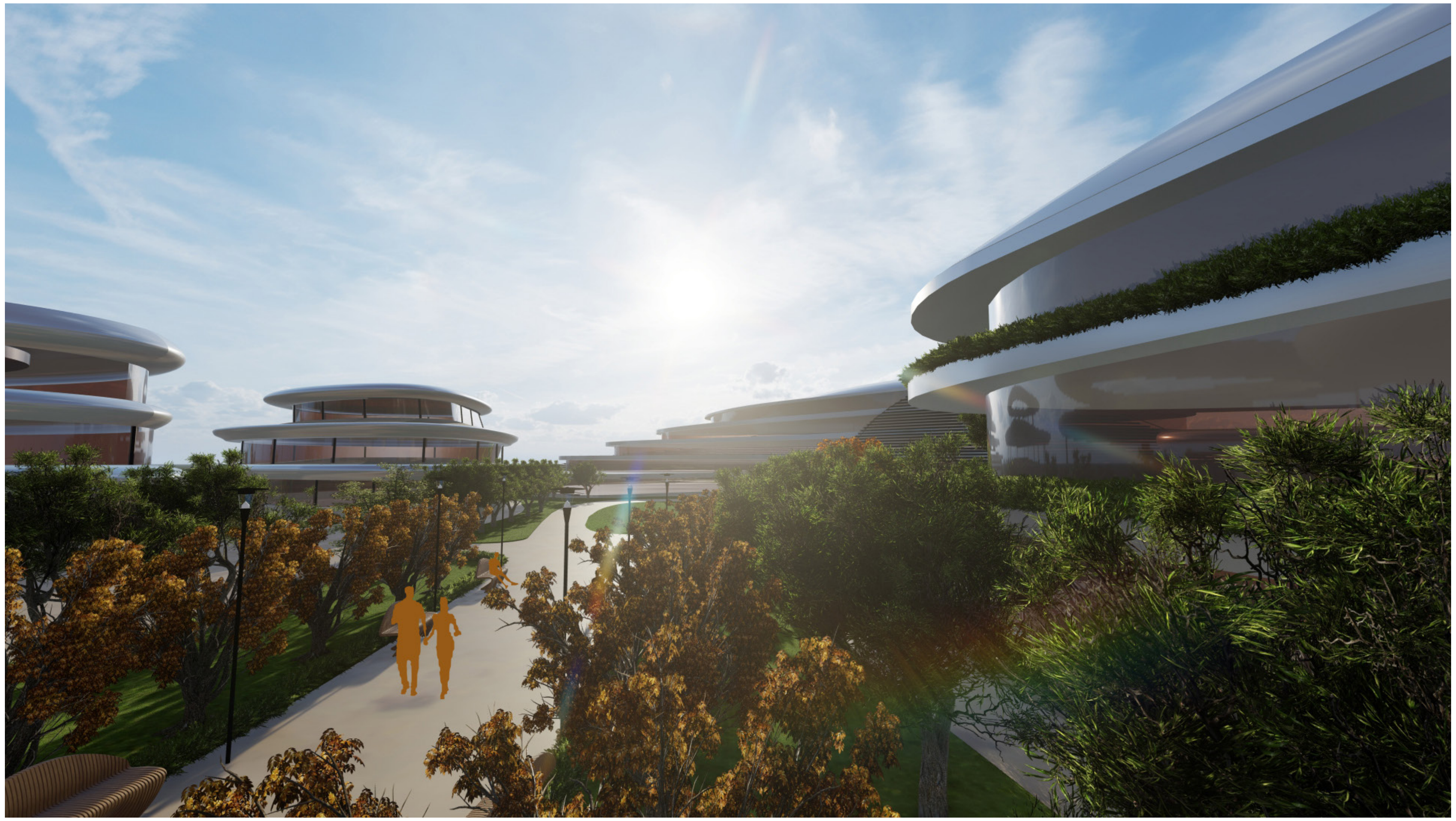


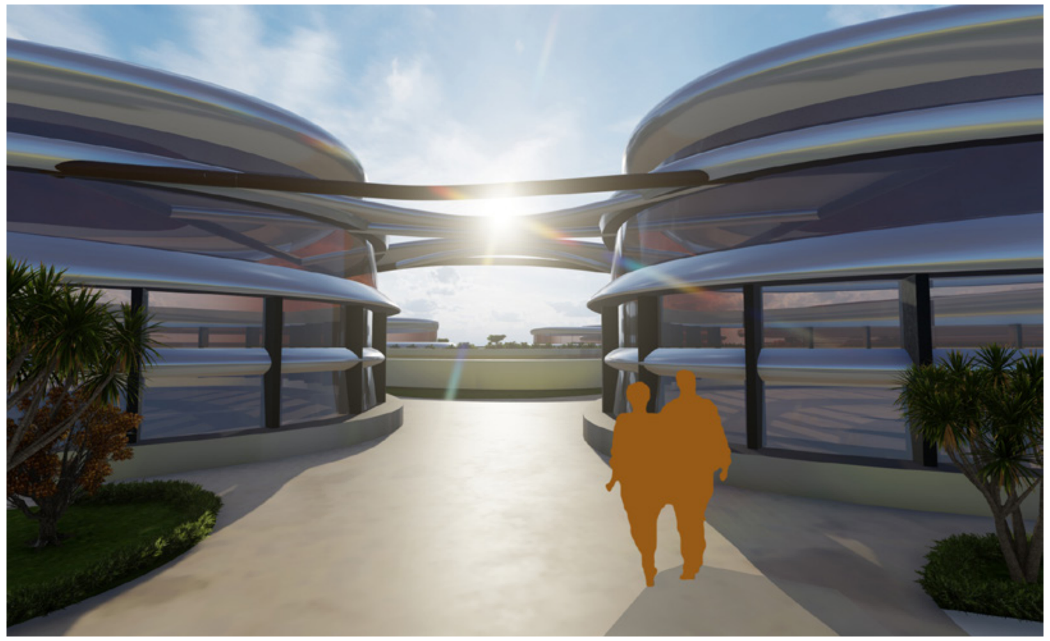
Flat slab
max span: 8-9 meter

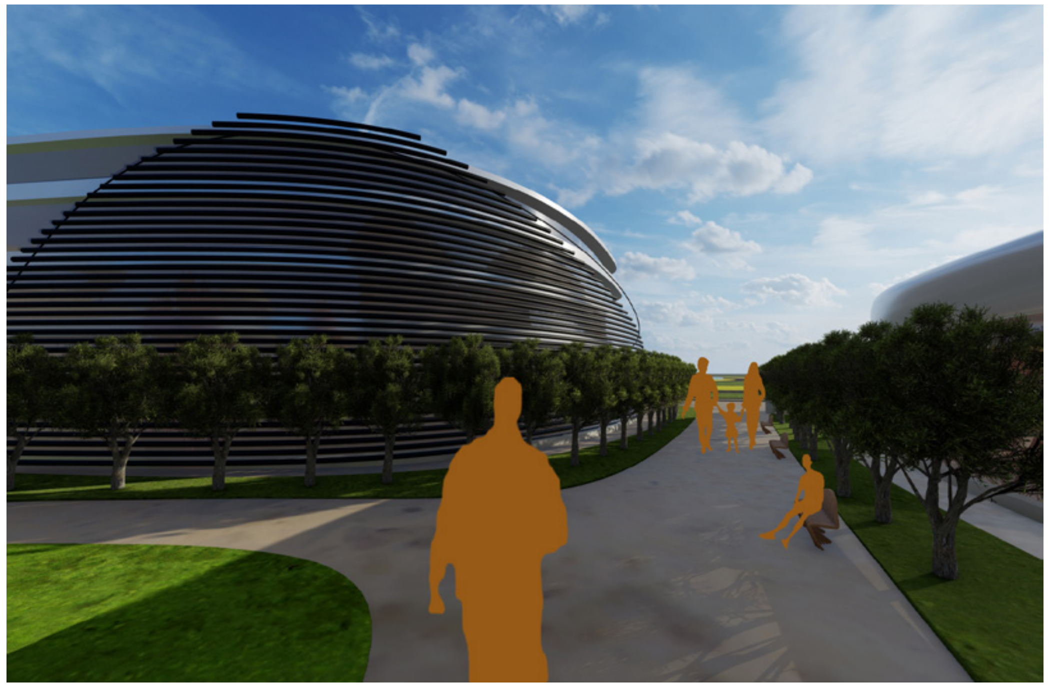


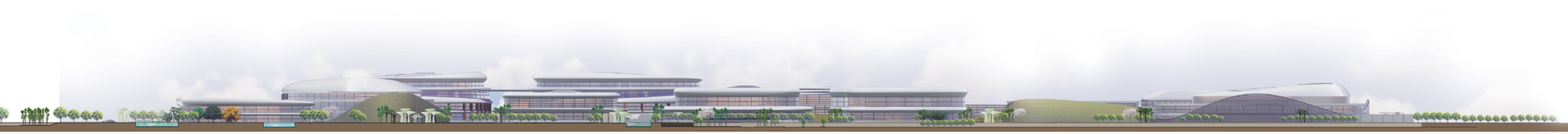
Shell structure

VISUALIZATIONS

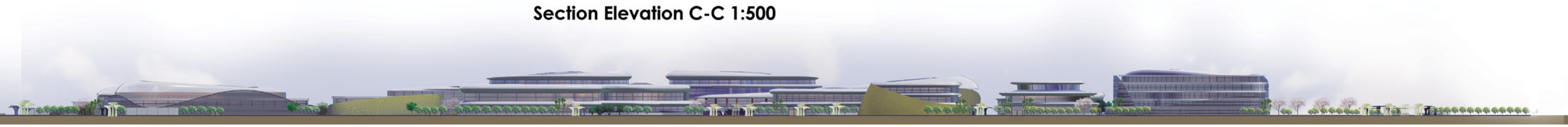








Section Elevation C-C 1:500



Northern Elevation 1:500

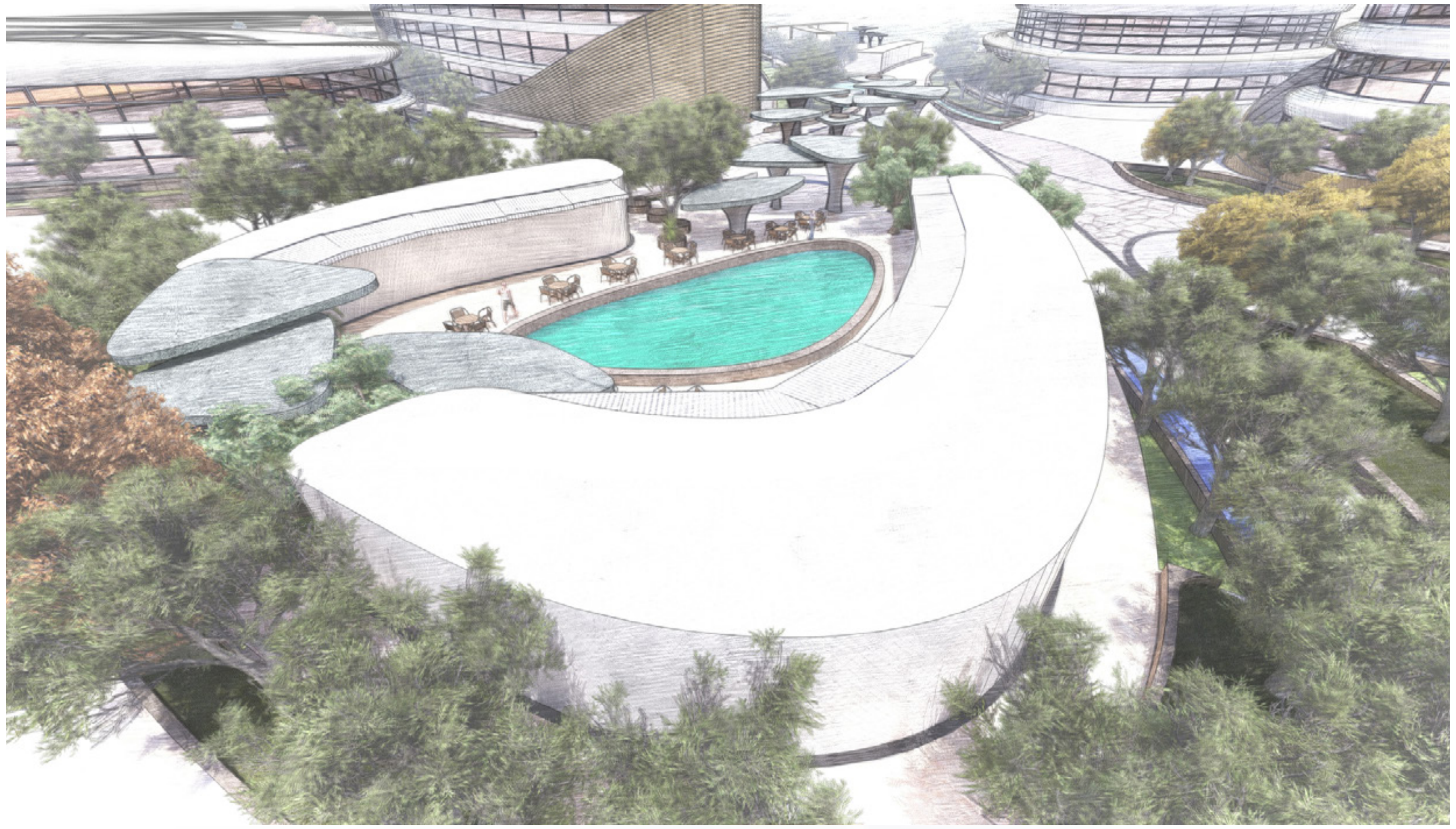
INSPIRATION

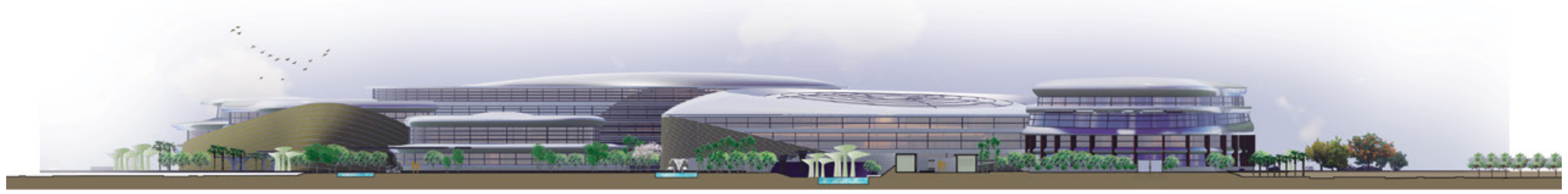
-the futuristic design of the New Admistration to be a fourth generation city

-breaking the boundaries between modern and traditional

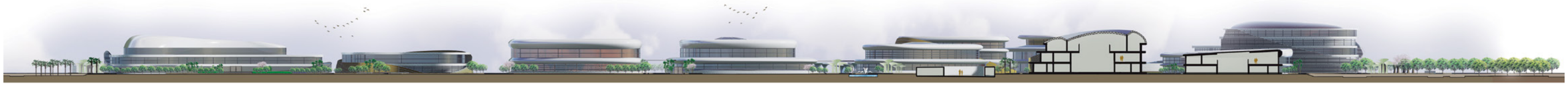
Keywords:

AGORA BRING PEOPLE TOGETHER BREAKING BOUNDRIES LINKING TWO CITIES

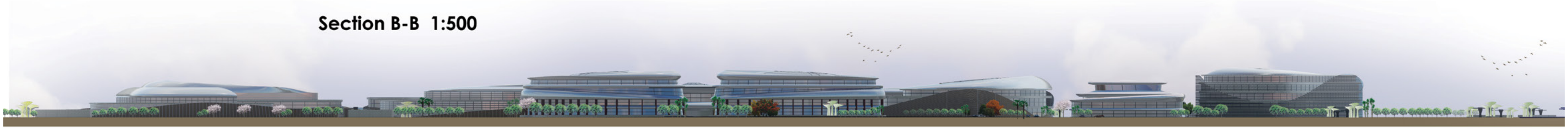




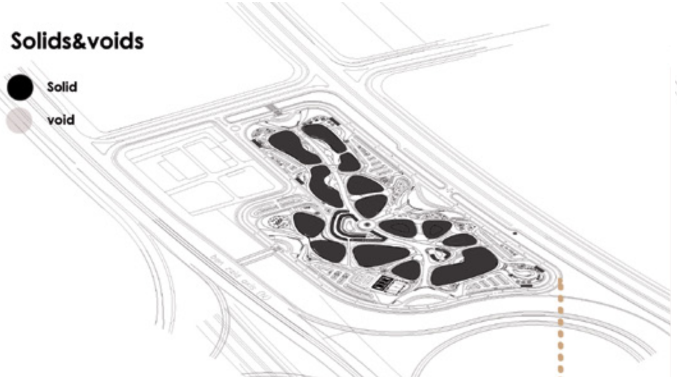
Section A-A 1:500



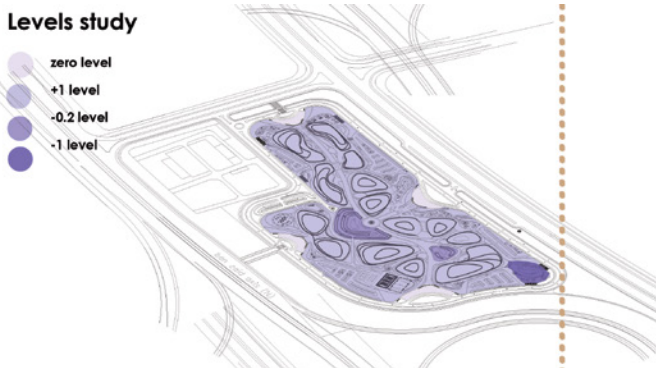
Section B-B 1:500



Sourthern Elevation 1:500

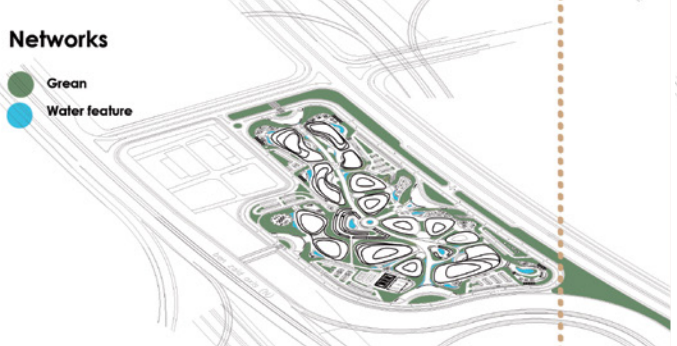


Solids&voids



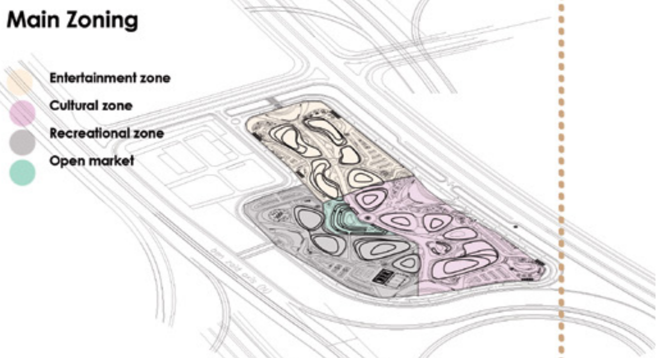
Levels study

● zero level
● +1 level
● -0.2 level
● -1 level



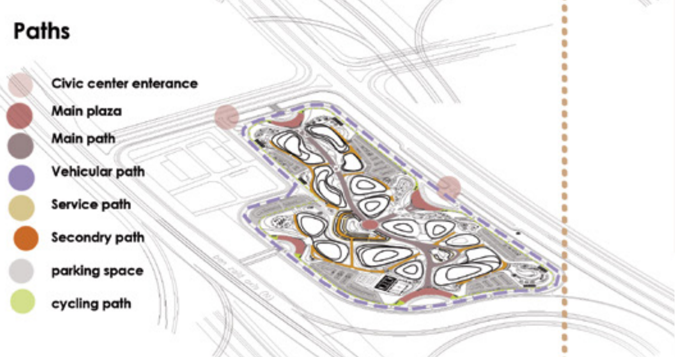
Networks

● Grean
● Water feature



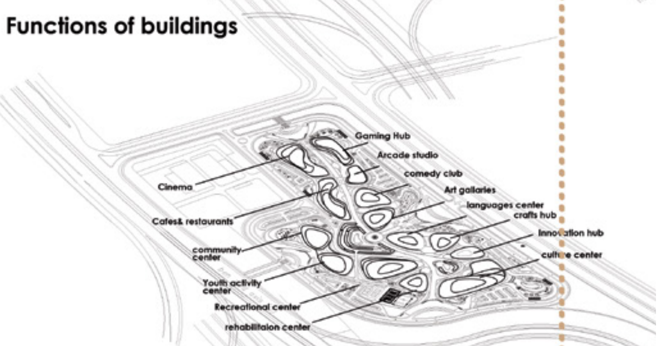
Main Zoning

● Entertainment zone
● Cultural zone
● Recreational zone
● Open market



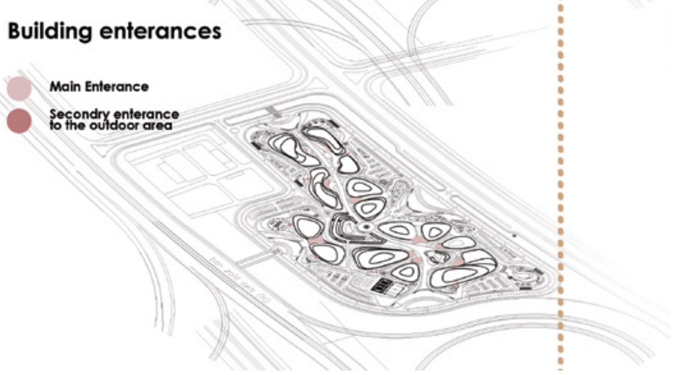
Paths

● Civic center enterance
● Main plaza
● Main path
● Vehicular path
● Service path
● Secondry path
● parking space
● cycling path



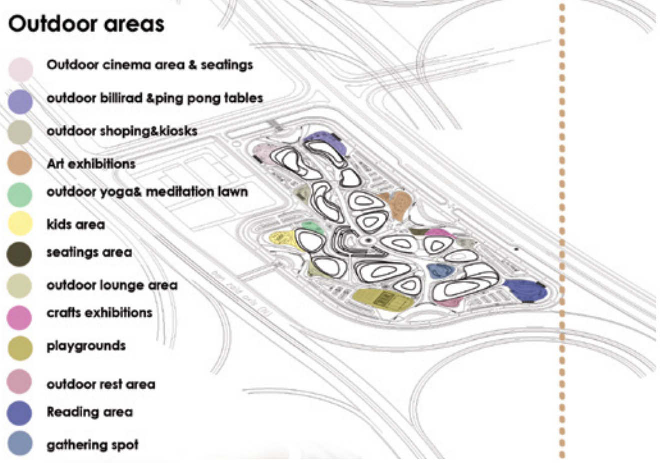
Functions of buildings

Gaming Hub
Arcade studio
comedy club
Cinema
Art gallaries
languages center
crafts hub
Cafes& restaurants
Innovation hub
culture center
community center
Youth activity center
Recreational center
rehabilitaion center



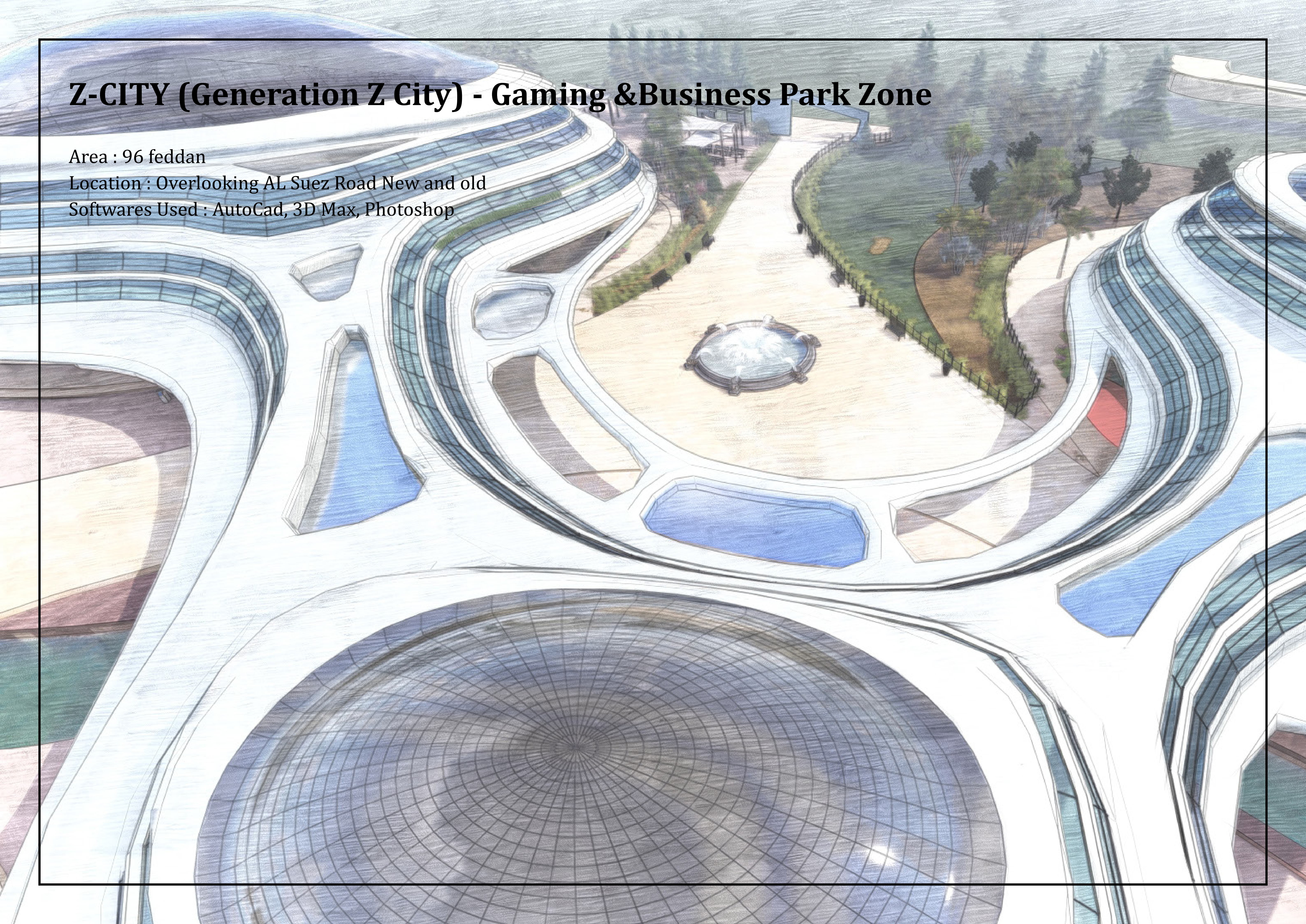
Building enterances

● Main Enterance
● Secondry enterance to the outdoor area



Outdoor areas

● Outdoor cinema area & seatings
● outdoor billirad &ping pong tables
● outdoor shoping&kiosks
● Art exhibitions
● outdoor yoga& meditation lawn
● kids area
● seatings area
● outdoor lounge area
● crafts exhibitions
● playgrounds
● outdoor rest area
● Reading area
● gathering spot



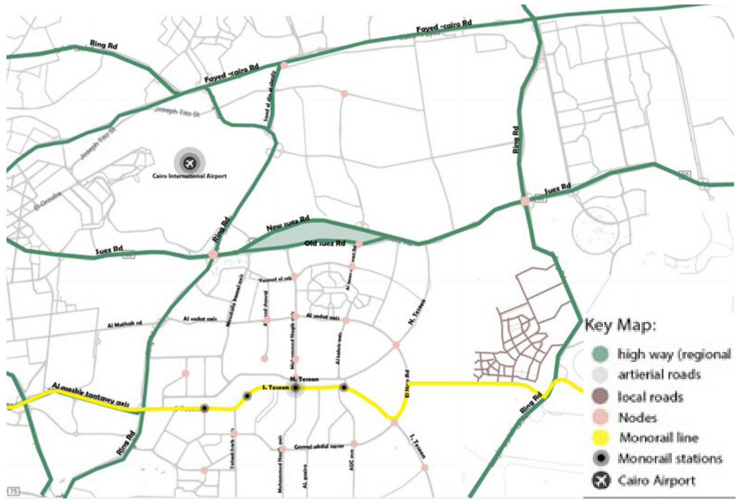
Z-CITY (Generation Z City) - Gaming &Business Park Zone

Area : 96 feddan
Location : Overlooking AL Suez Road New and old
Softwares Used : AutoCad, 3D Max, Photoshop

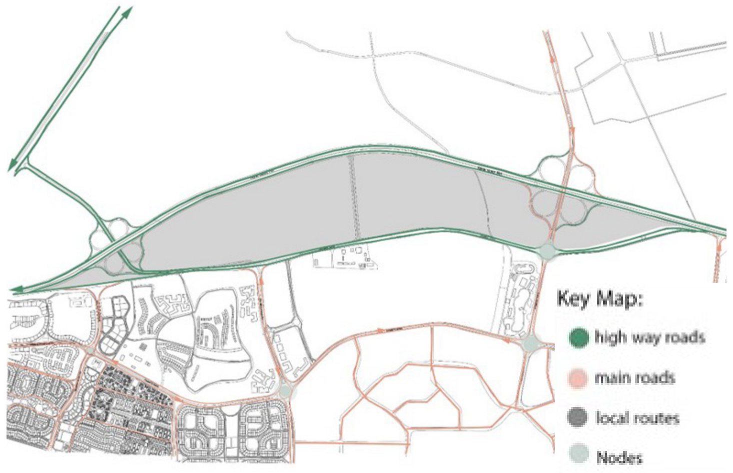
LOCATION

Between the New AL suez Road and the old one

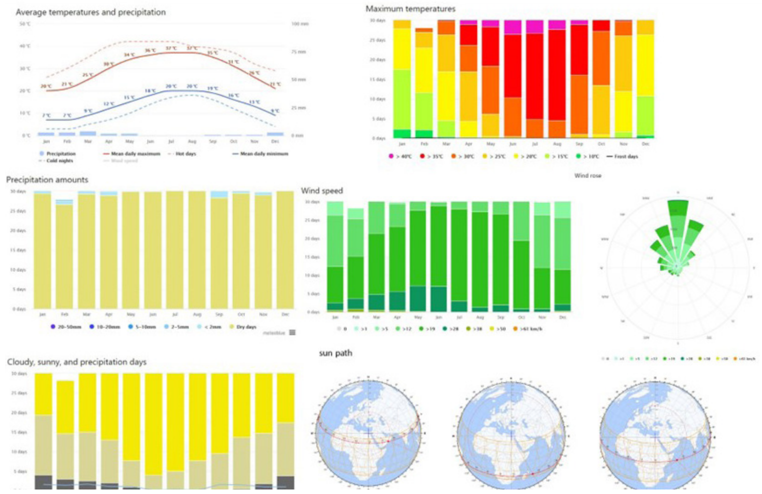
MACRO HIERARCHY

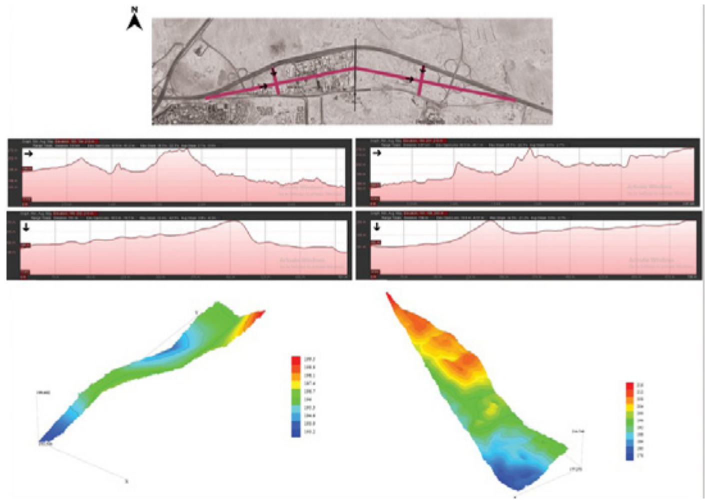

Ring Rd
Fayed -cairo Rd
Cairo International Airport
Suez Rd
New suez Rd
Old suez Rd
Key Map:
high way (regional
artierial roads
local roads
Nodes
Monorail line
Monorail stations
Cairo Airport

MICRO HIERARCHY


Key Map:
high way roads
main roads
local routes
Nodes

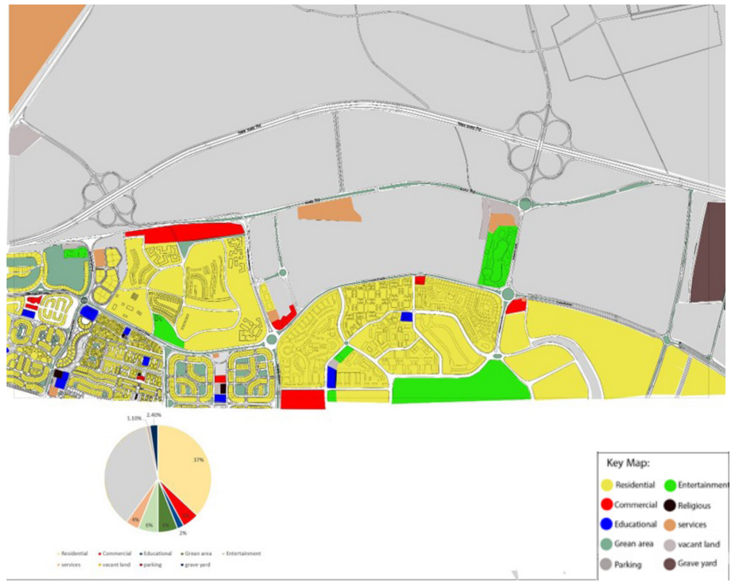
SITE ANALYSIS



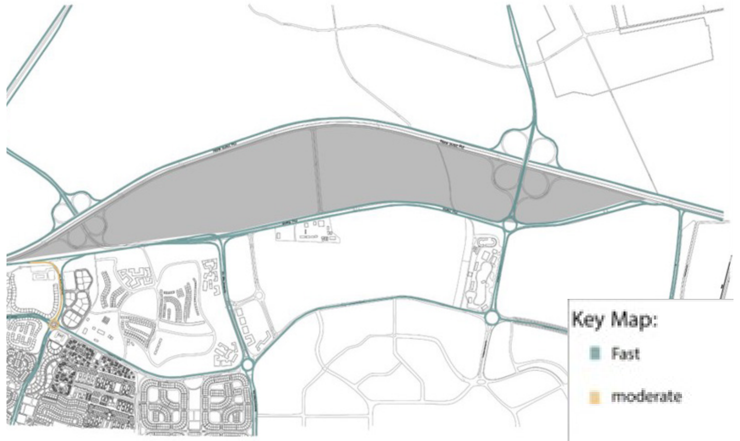


Average temperature ranges from 14- 29c (14 is average minimum. And 29 is average maximum) Through the year.
Moderate and gentle breeze. 19 kilometres per hour average. Mostly from north direction.
A notable land contour Which can either be Utilised or cut and filled

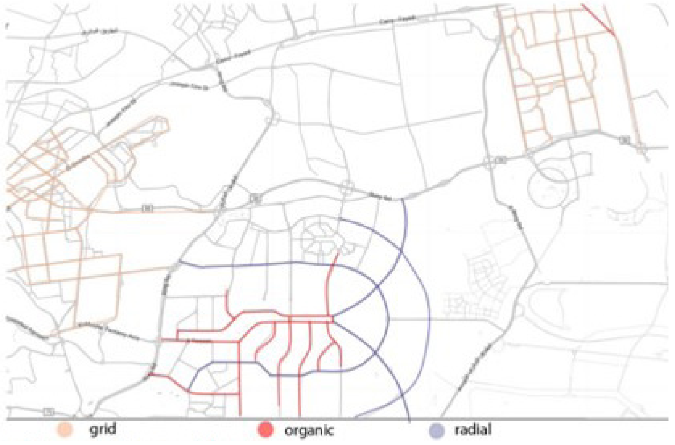
LANDUSE


Key Map:
Residential
Entertainment
Commercial
Religious
Educational
services
Green area
vacant land
Parking
Grave yard

MICRO TRAFFIC


Key Map:
Fast
moderate

MICRO TRAFFIC


grid
organic
radial

ARCHITECTURE STYLE

1st settelment

CONCLUSION

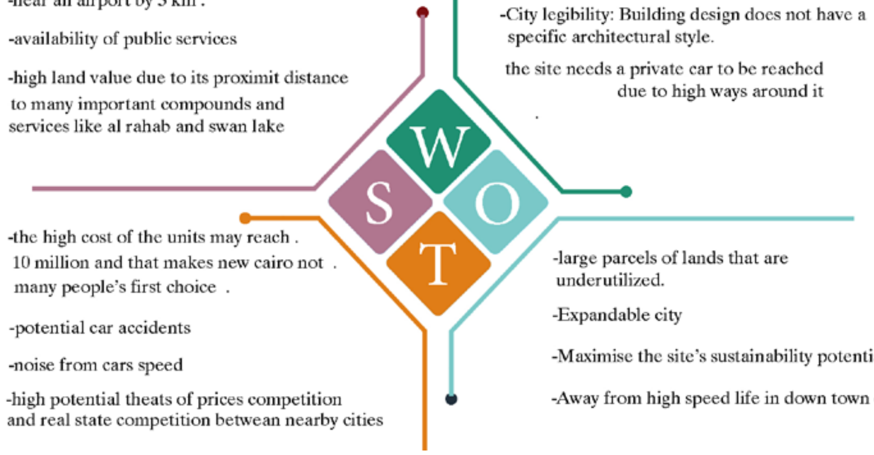
_ the site is surrounded with 2 High way roads that are vital and joined to the suez road

_it shows the accessibility of the site and the importance of the project facades

_the distance between our site and the nearest monorail station is 7 km

_there is no bus stops or metro station or any means of transportation, the site is near cairo airport by 5 km (15 min)

_walkability of the site is rare , there should be a lane for droping off



-has a low population density compared to famous Cairo districts which results in low traffic jam.

-overlooks masr / suez st the new and the old which result in fine accessibility

-has muliple access routs which connect it to the capital and other governorates.(ring road ,Ain El-sokhna road and cairo-suez road)

-near an airport by 3 km .

-availability of public services

-high land value due to its proximit distance to many important compounds and services like al rahab and swan lake

-The prices of some units in the city is very high.

-High cost of living.

-Increasing traffic level in some important streets whereas the suez st. is a high way road

-Its considered far from some important areas in Cairo itself.and 5th settelments compounds

-Some infrastructure problems (water cuts).

-City legibility: Building design does not have a specific architectural style.

the site needs a private car to be reached due to high ways around it

-the high cost of the units may reach . 10 million and that makes new cairo not . many people's first choice .

-potential car accidents

-noise from cars speed

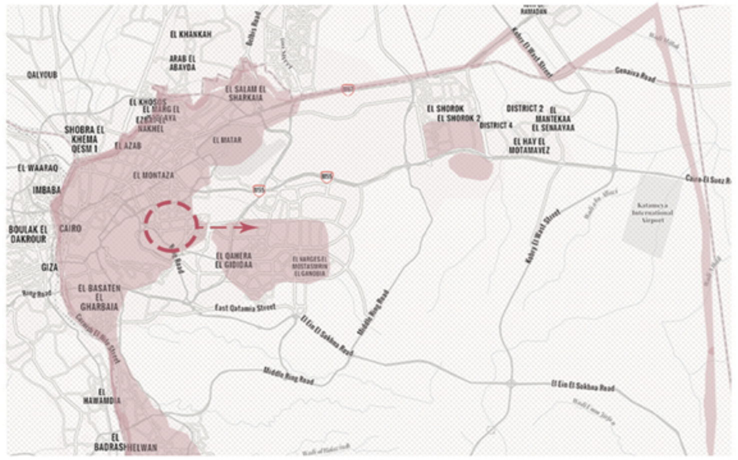
-high potential theats of prices competition and real state competition between nearby cities

-large parcels of lands that are underutilized.

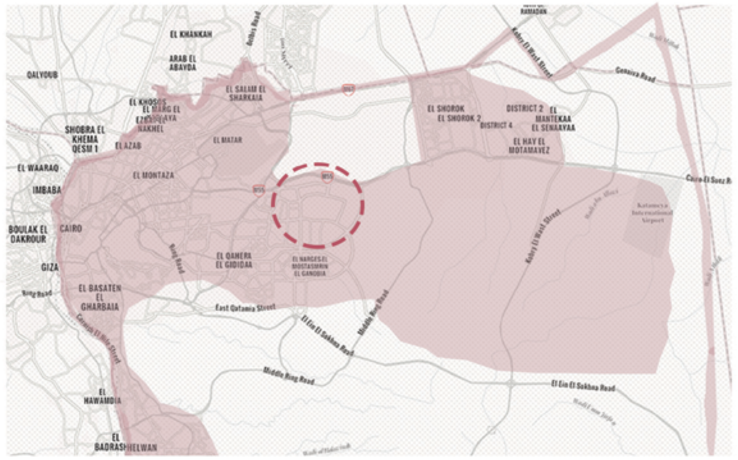
-Expandable city

-Maximise the site's sustainability potential

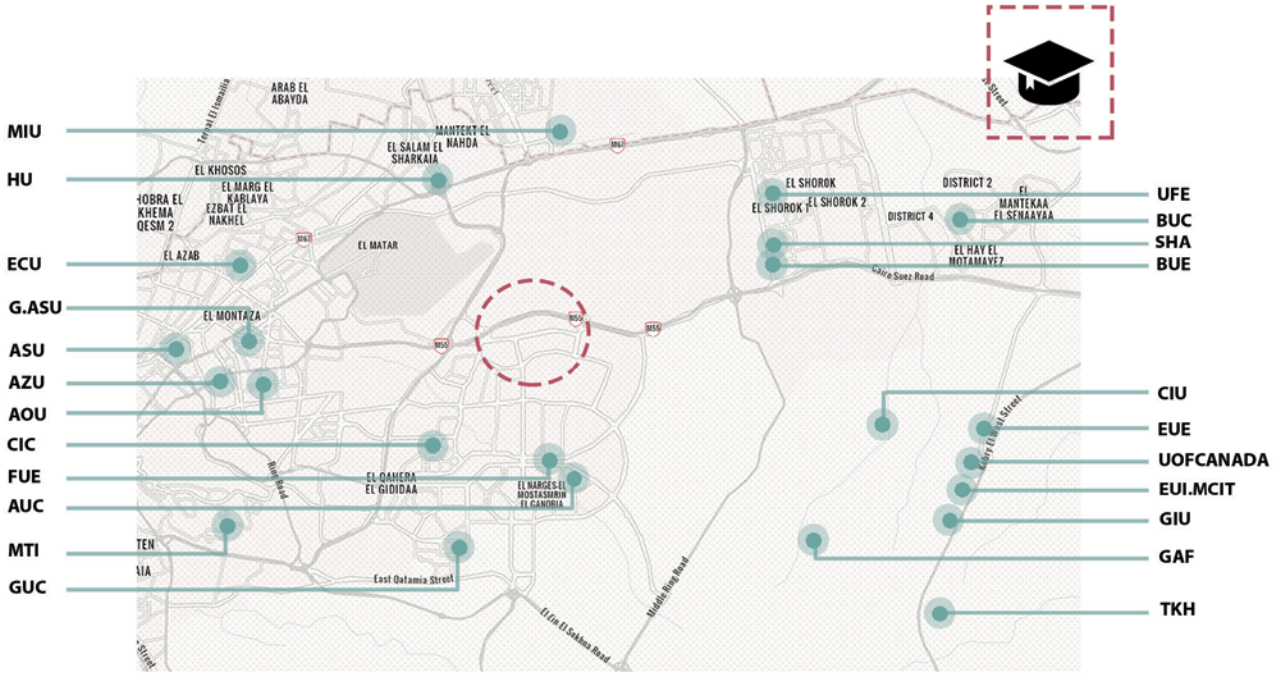
-Away from high speed life in down town cairo



Gen X & Millennials Cairo Center



Gen Z Cairo Center



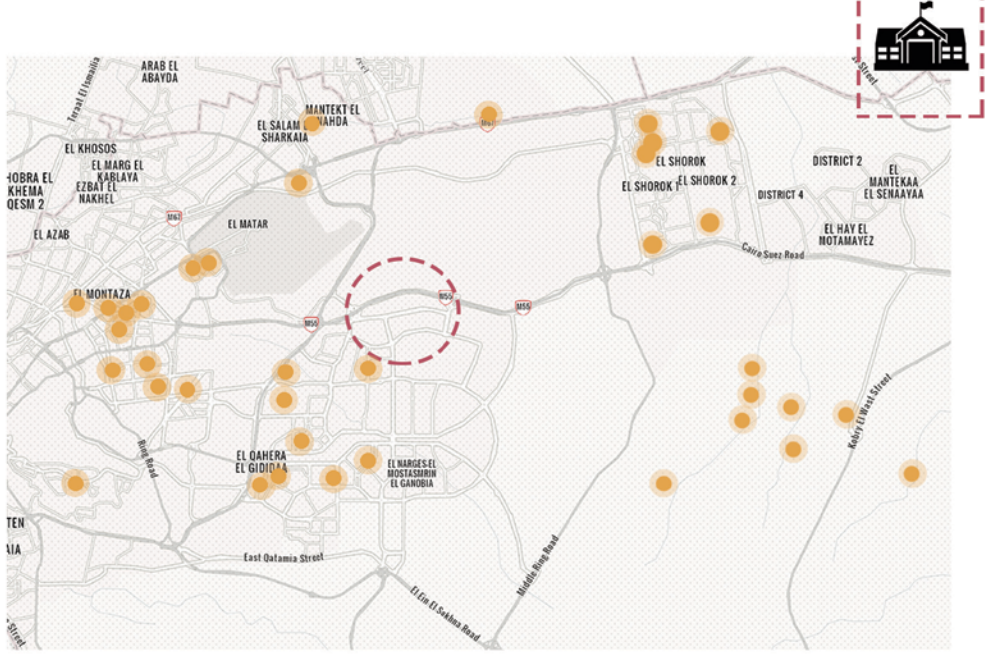
Distance: 25 km
Time: 30 m
No. Of Universities: 30
Avg. No. Of Students/University: 10,000 student
Total No Of Students:300,000 student
Targeted Percentage: 35% (105,000)

What is Gen Z ?

It’s those born between the mid-1990s and early 2010s, the demographic cohort succeeding Millennials and preceding Generation Alpha.
The most diverse generation so far and the first generation to be born into a fully digital world.

Characteristics

- Digital Natives
- Mental Health Matters
- Promoting eco-efforts
- Financially-Minded
- Seeking independence
- Competitive-Focused
- Always in changes
- Most Educated Gen.



Distance: 25 km
Time: 30 m
No. Of High Schools: 23
Avg. No. Of Students/school: 495
Total No Of Students:11385
Targeted Percentage: 35% (4000)

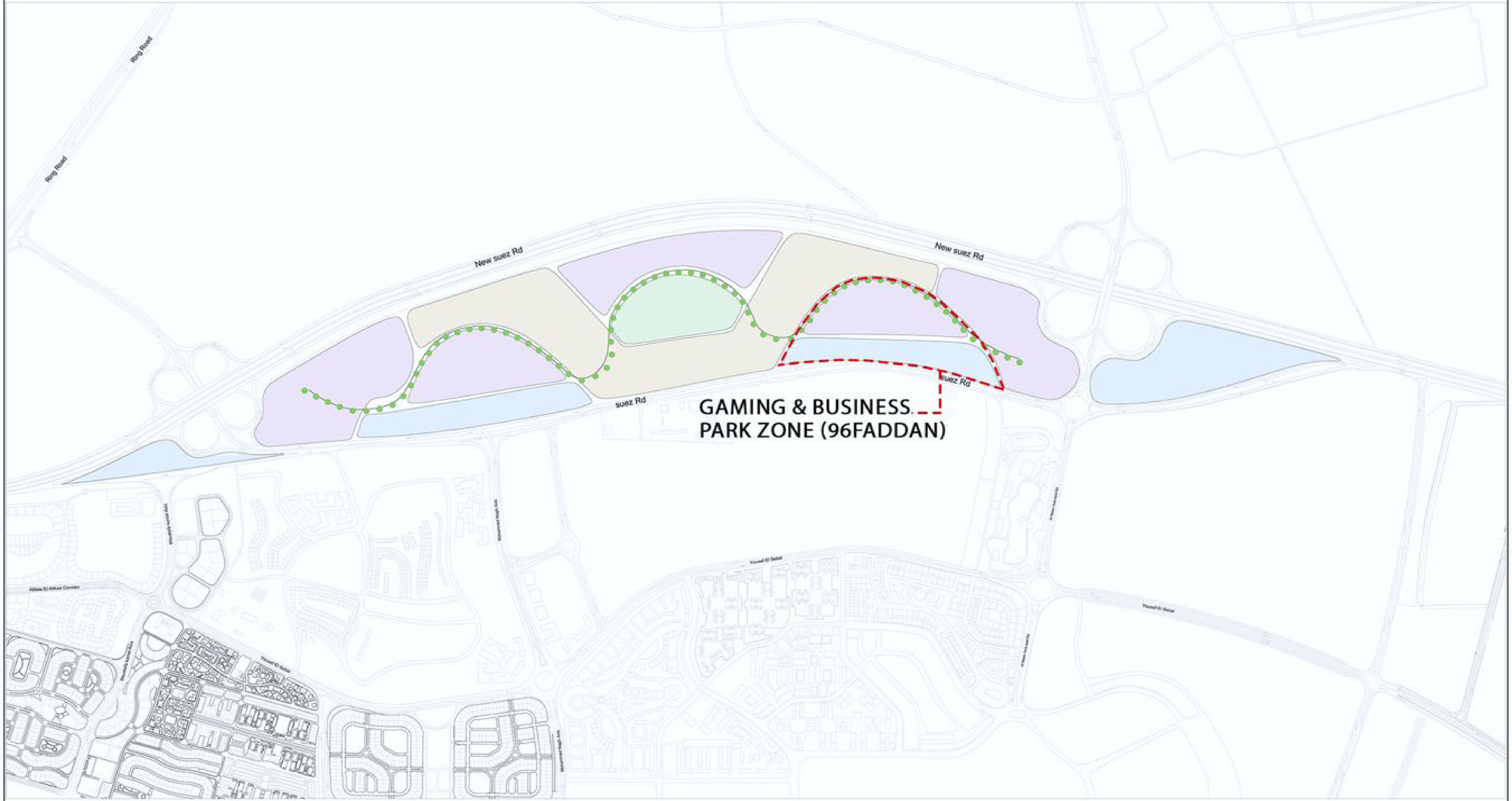
Vision

Our vision is mainly based on Gen Z, A place to attract the youth, to be their paradise where they beat their challanges, Helping them to fulfill their passion and use their power at the right place. To discover, to explore, to learn and even to entertain themselves.

Integrating their skill with the smart and sustainable city features and assuring their needs from live, learn, work to have fun.

Master Plan

1:5000


Ring Road
Ring Road
New suez Rd
New suez Rd
suez Rd
suez Rd
GAMING & BUSINESS PARK ZONE (96FADDAN)
Yousef El Sebai
Yousef El Sebai
Abbas El Akkad Corridor

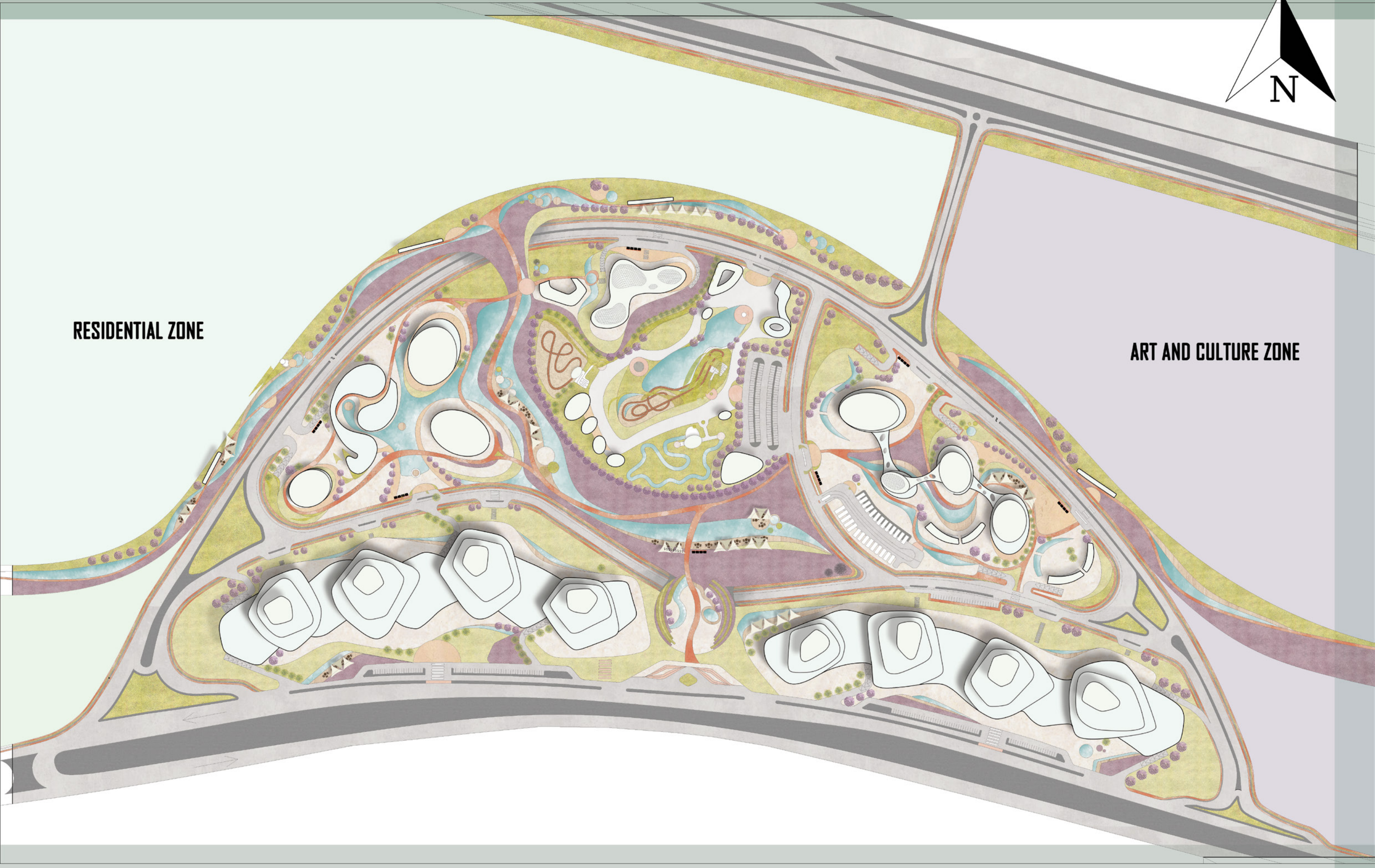
● Entertainment

● Mixed Use

● Residential

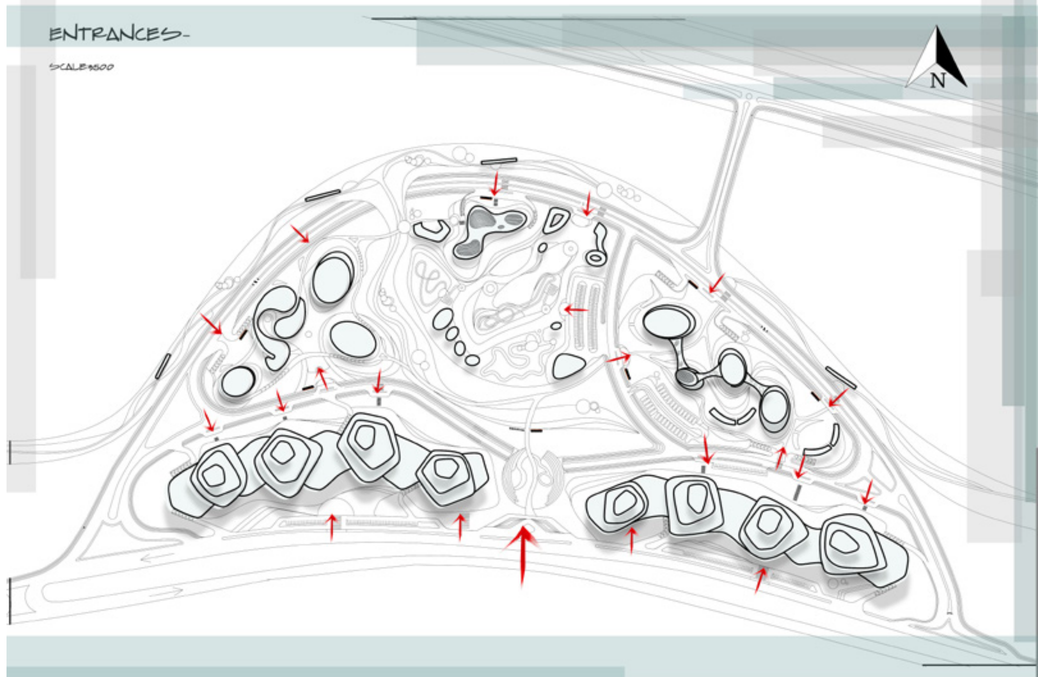
● Landscape

GAMING AND BUSINESS PARK


RESIDENTIAL ZONE
ART AND CULTURE ZONE
N

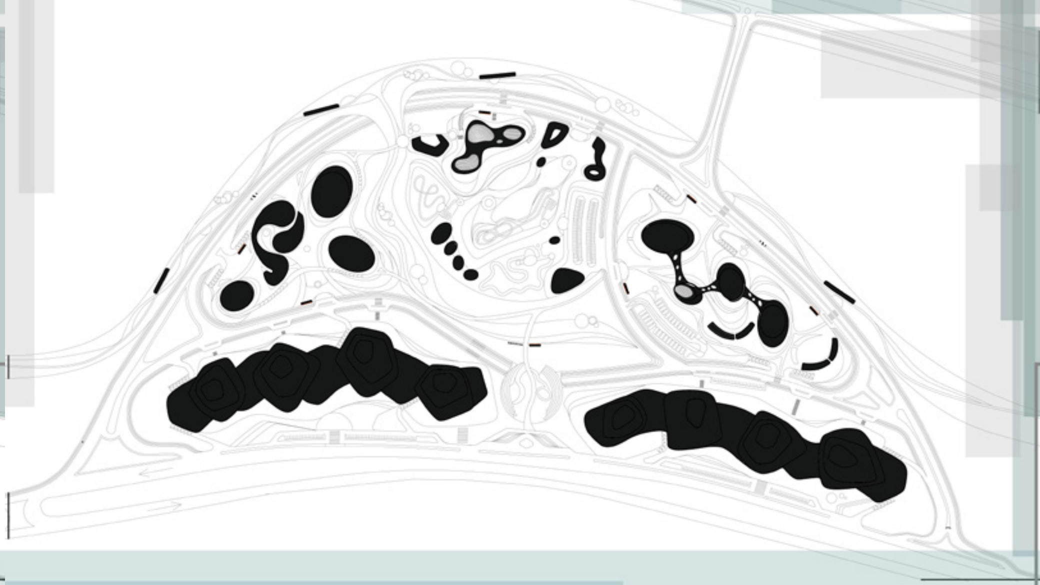
ENTRANCES

SCALE 1:500



SOLID AND VOID ANALYSIS

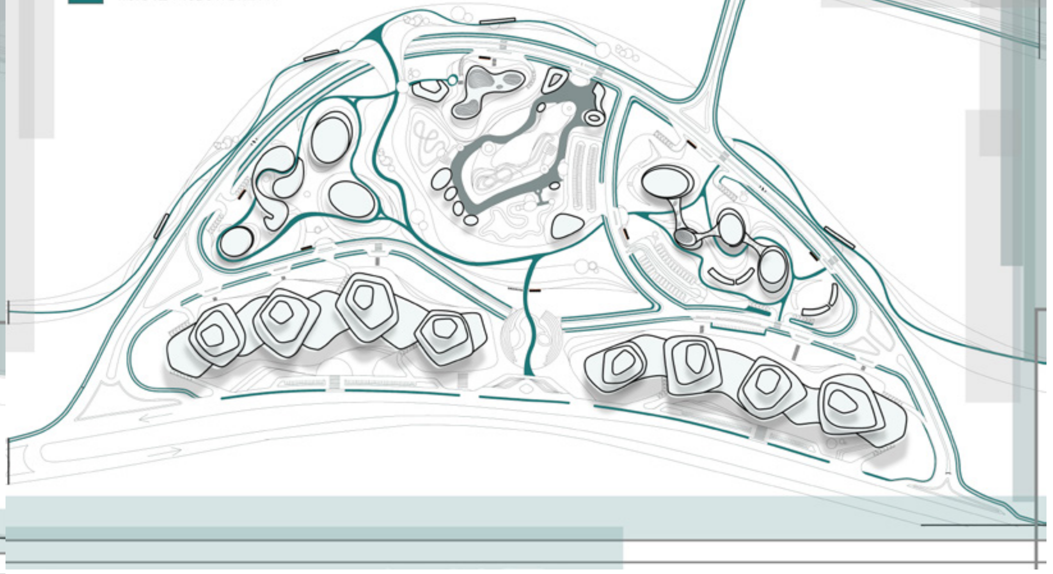
SCALE 1:500



PEDESTRIAN NETWORK

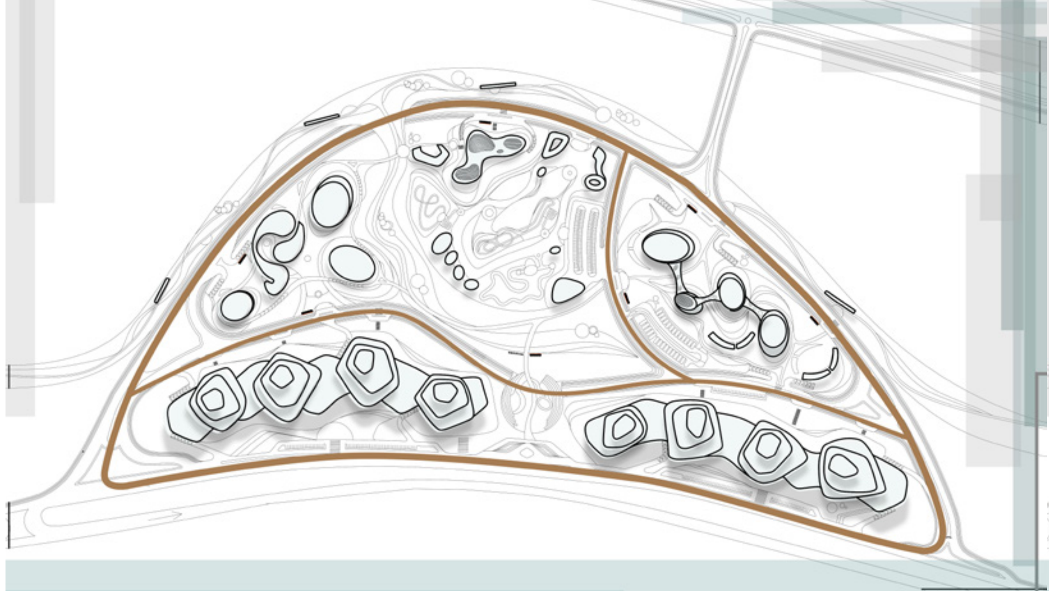
SCALE 1:500

▨ PUBLIC NETWORK
▨ THEME PARK PEDS. NETWORK



VEHICULAR NETWORK

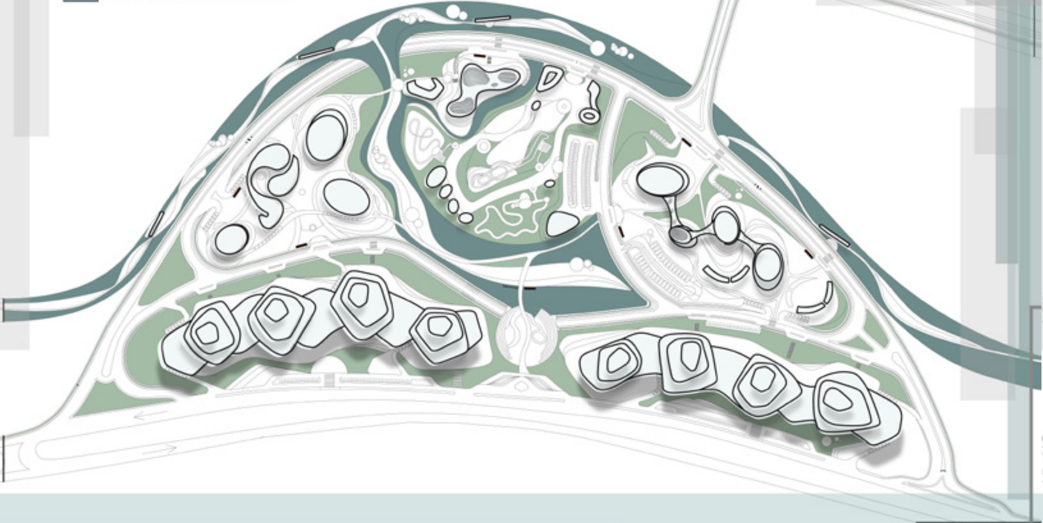
SCALE 1:500



GREEN NETWORK

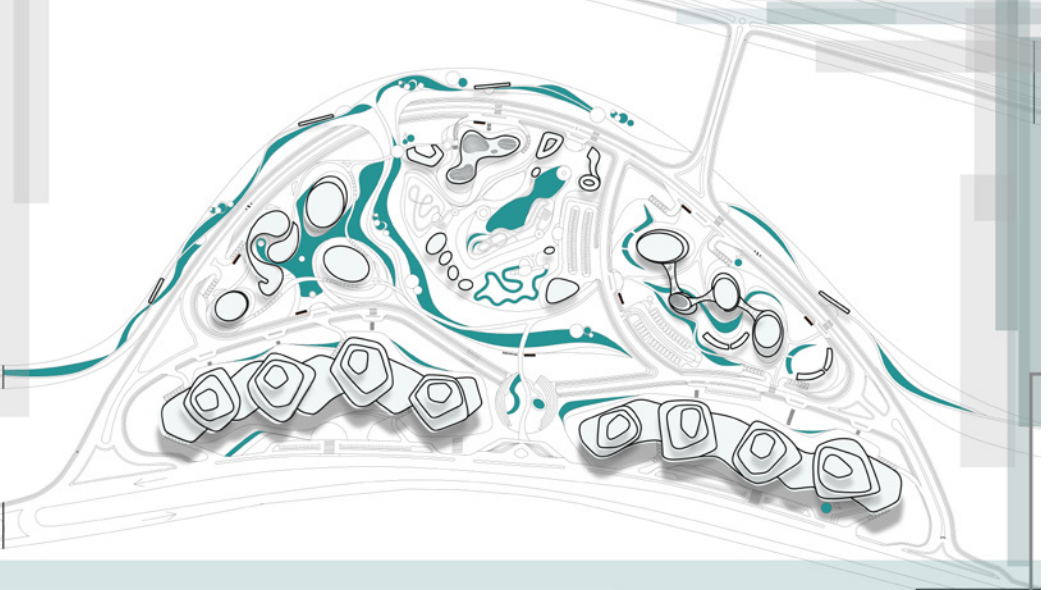
SCALE 1:500

▨ GREENERY
▨ EXTENSION OF THE GREEN SPINE



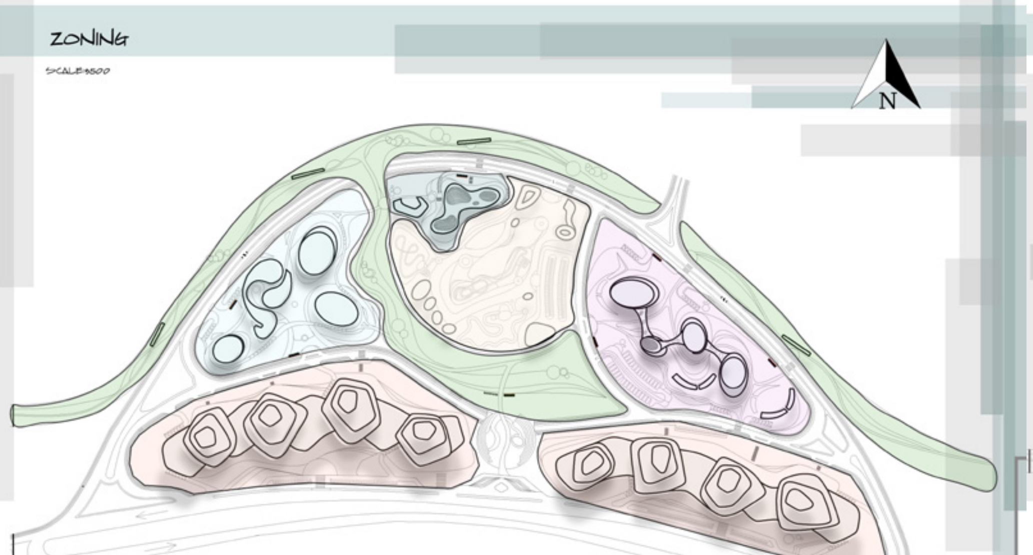
WATER NETWORK

SCALE 1:500



ZONING

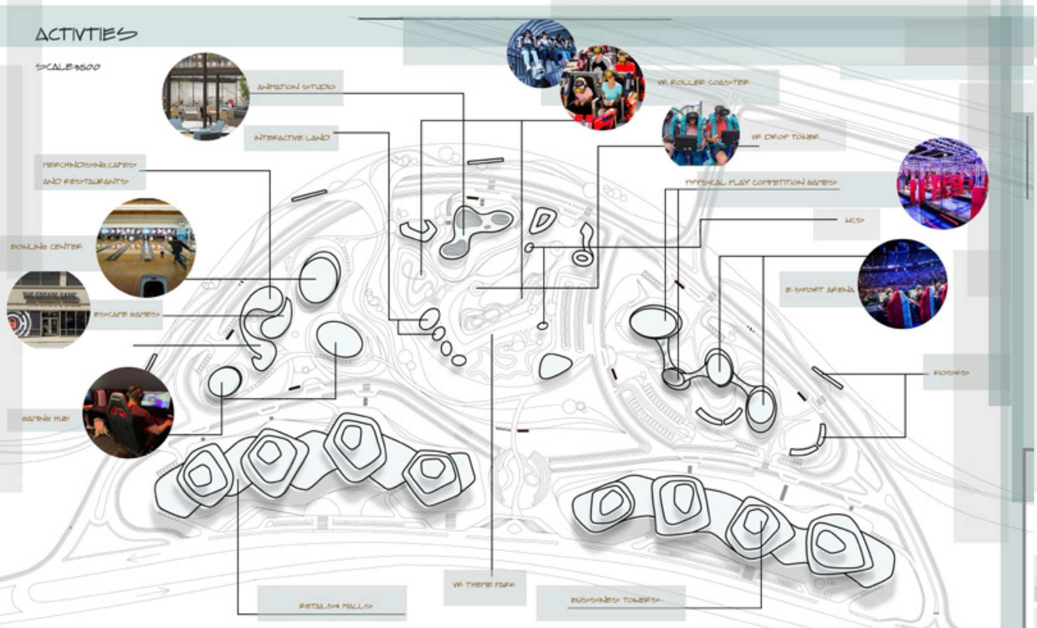
SCALE 1:500



☐ BUSINESS PARK
☐ PHYSICAL PLAY GAMES
☐ GREEN SPINE
☐ VR THEME PARK
☐ COMPETITION STADIUMS
☐ ANIMATION STUDIO & AR/VR GAMING,EXIHIBITION

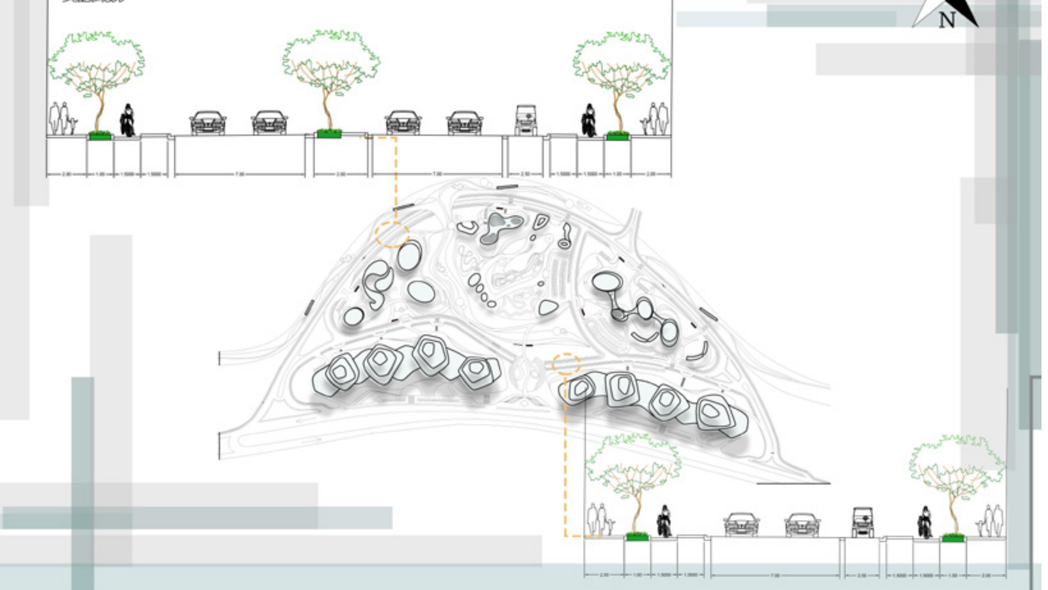
ACTIVTIES

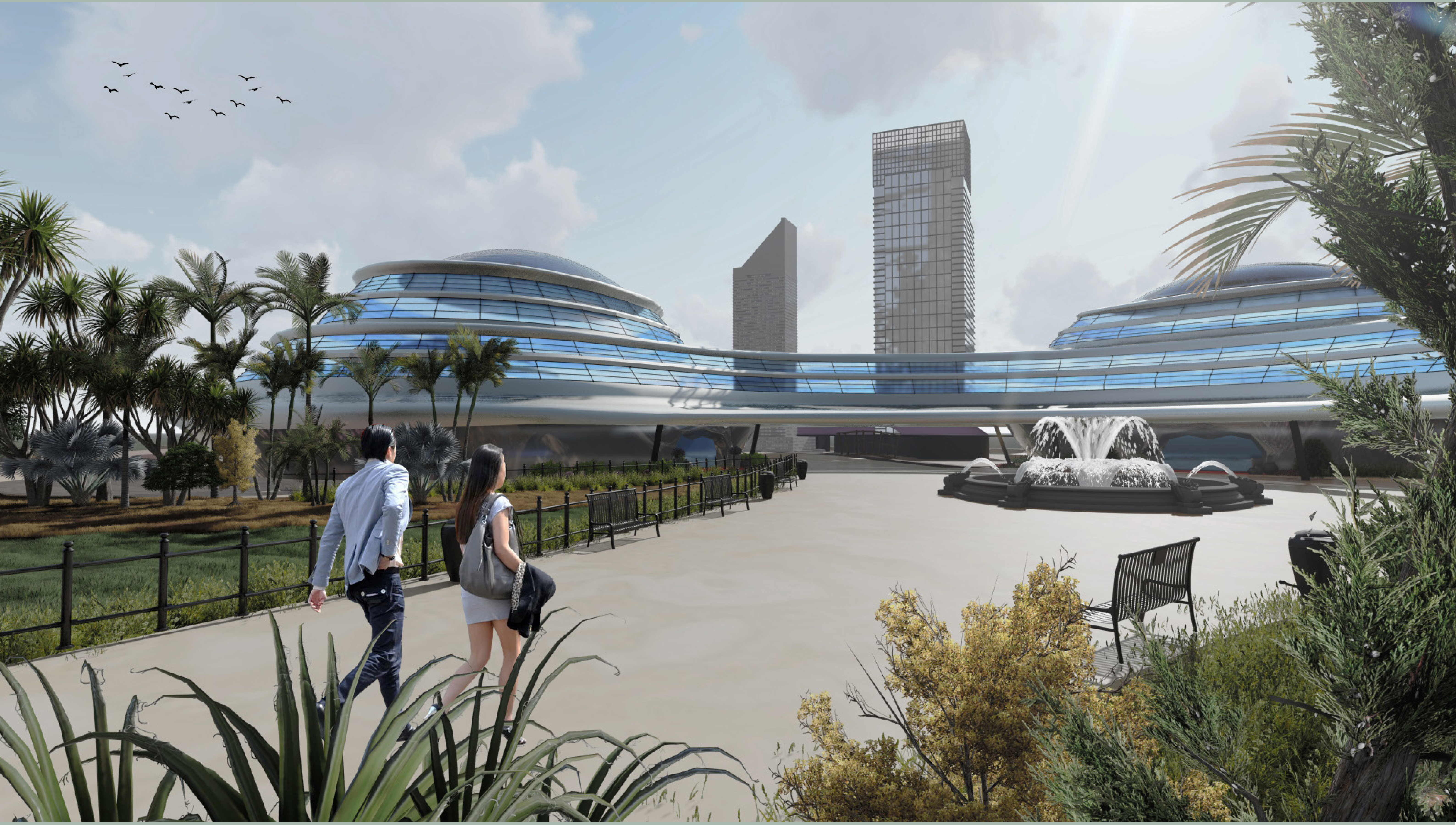
SCALE 1:500


ANIMATION STUDIO
INTERACTIVE LAND
MERCHANDISING,CAFES
AND RESTAURANTS
BOWLING CENTER
ESCAPE GAMES
GAMING HUB
VR ROLLER COASTER
VR DROP TOWER
PHYSICAL PLAY COMPETITION GAMES
WCS
E-SPORT ARENA
KIOSKS
RETAILING MALLS
VR THEME PARK
BUSSINESS TOWERS

ROAD SECTIONS

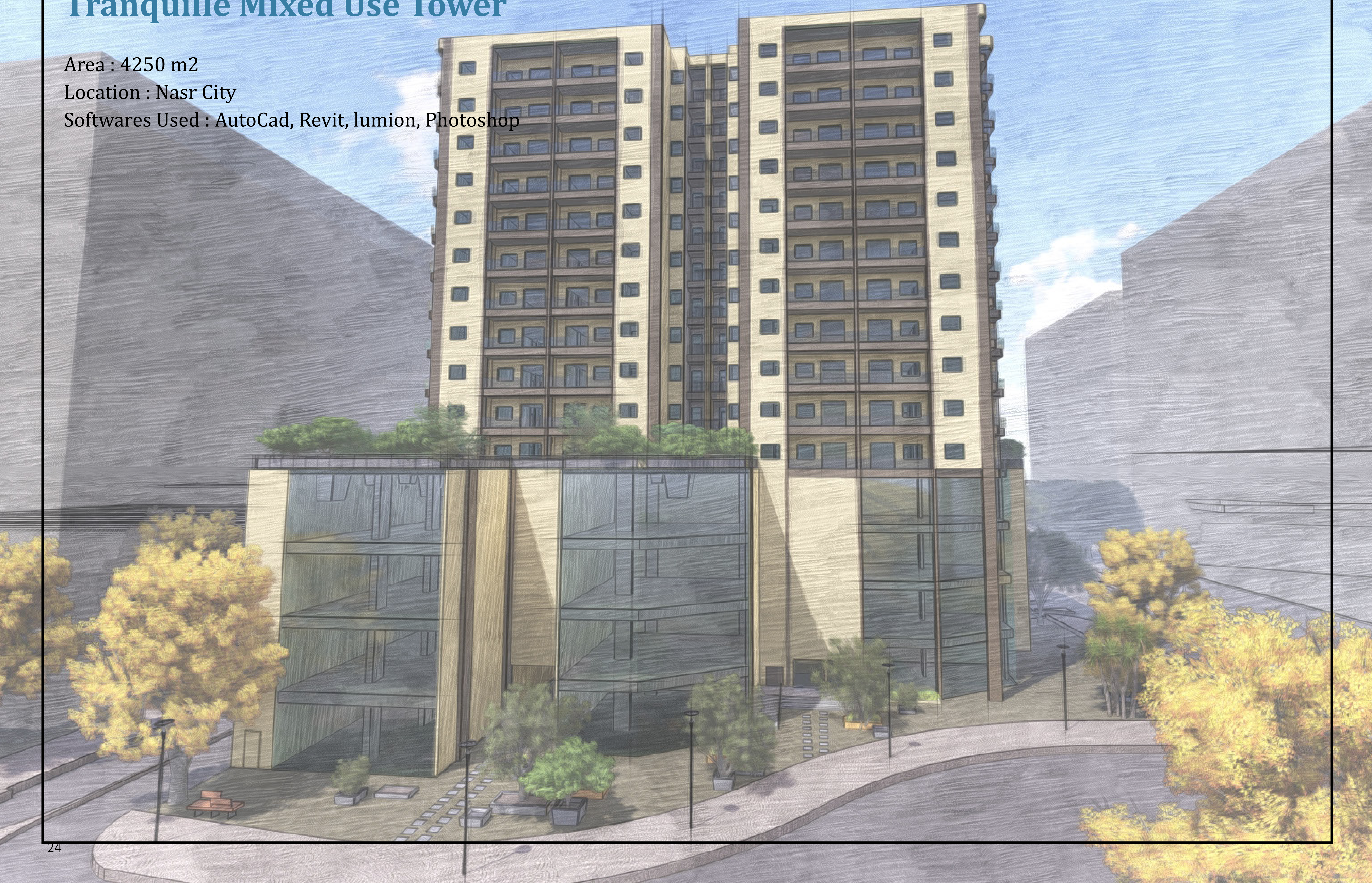
SCALE 1:500





Tranquille Mixed Use Tower

Area : 4250 m2
Location : Nasr City
Softwares Used : AutoCad, Revit, lumion, Photoshop



RESIDENTIAL PLAN

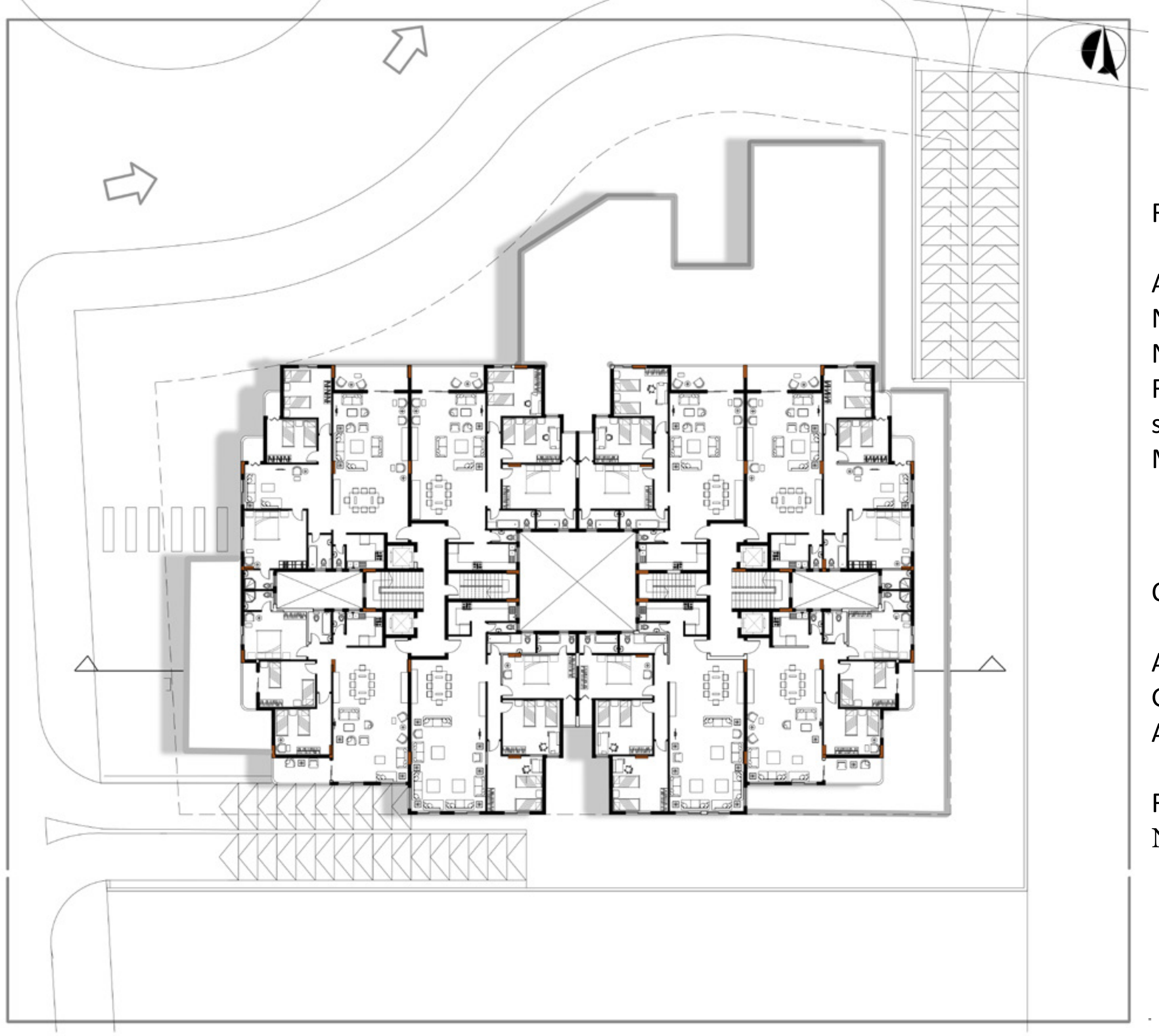
Calculations :

area of floor=1638.5m2
no of floors = 10
height =3.5
total build up area of project =30000
max residential area =18000
area of the the residential = 10*1638.5
(59.4%)

RESIDENTIALCORE STAIRS
CALCULATIONS :

H = 350 Cm
NO OF STEPS = 350/16 = 22
2R+G=60-62
2*16+G=60   G=28
2*16+G=62   G=30
 so: G=30   , R=16

total horizontal circulation in 1 floor=178.7m2
total horizontal circulation in all the 8 floors =1427.2m2



RESIDENTIAL GARAGE PLAN (-3) CALCULATIONS:

AREA OF THE APP. = 190 m2 and 175 m3
NO OF APP. IN ONE FLOOR = 8
NO OF FLOORS = 8
FROM THE CODE WE NEED 1 car for each appartment
so:
MIN NO Of CARS IN RESIDENTIAL PLAN = 1*8*8 = 64 CAR

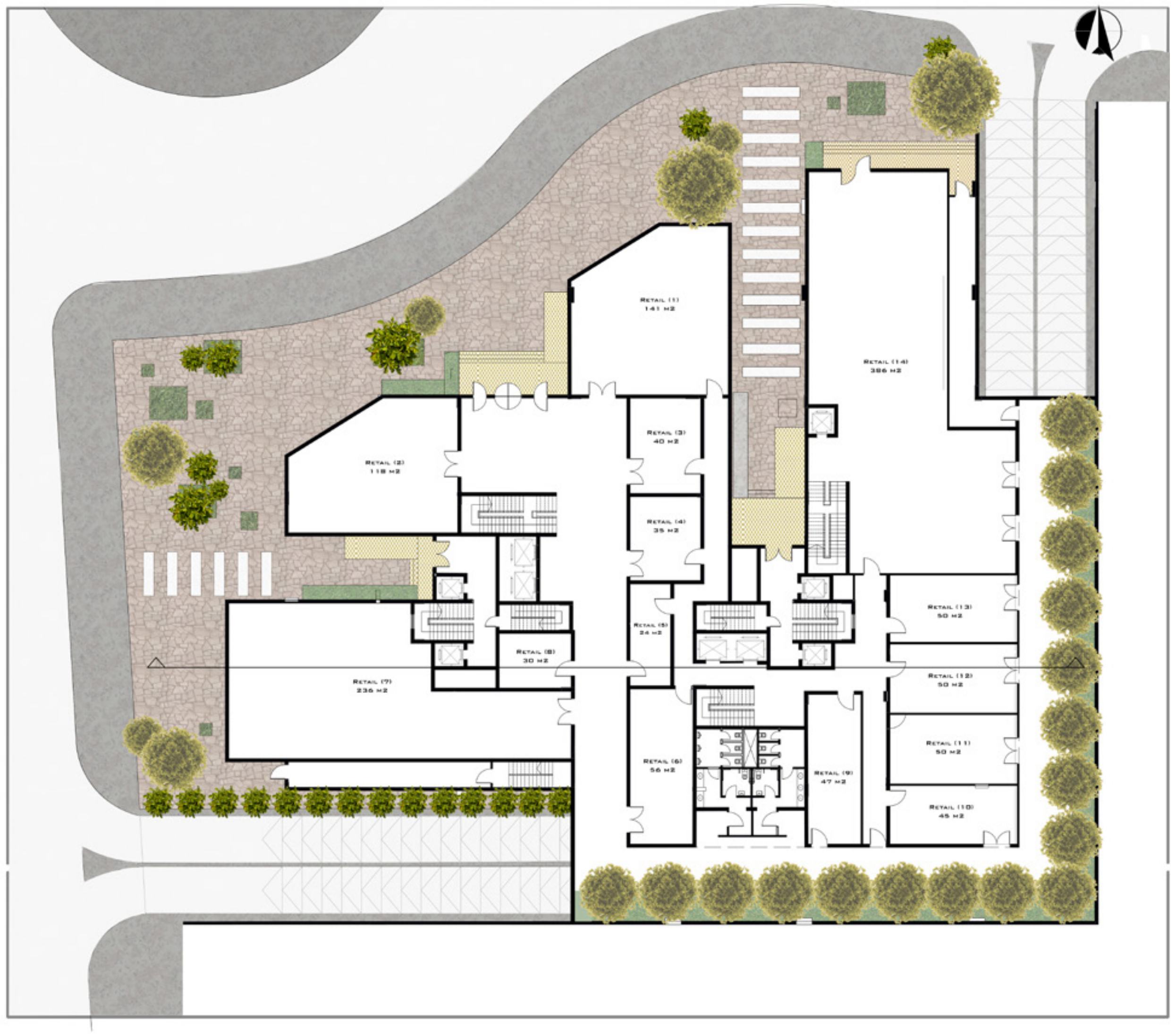
COMMERIAL GARAGE PLANS (-1,-2) CALCULATIONS:

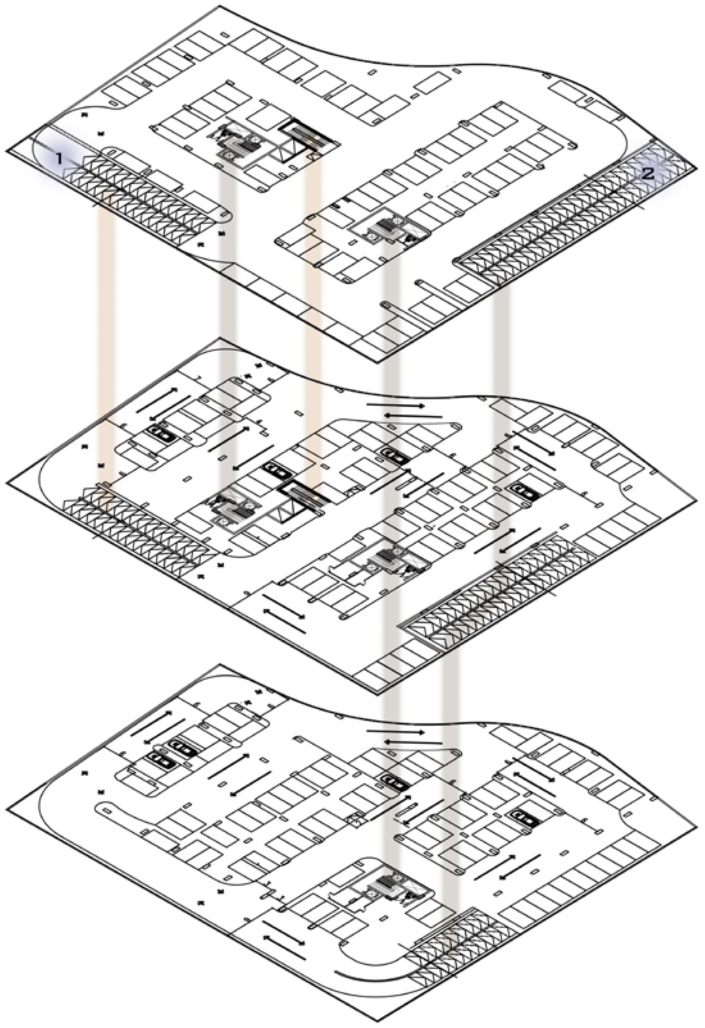
AREA OF GROUND FLOOR(COMMERIAL USE)=50% OF THE LAND AREA
GROUND AND FIRST ARE COMMERIAL USES
AREA OF COMMERIAL FLOORS subtracting ducts and cores=5000-(20+20+70.5+83.2)
 = 4889.5m2
FROM THE CODE WE NEED 3 CARS WITH 100m2 USE AREA
NO OF CARS THAT NEEDED =4889/33=148 CAR

MASTER PLAN (COMMERCIAL)

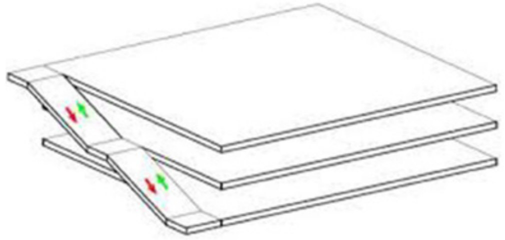
Calculations :

area of 1 floor =2139m2
height =4.5
no of floors =4
circulation area=215m2 (
retails area=1318.4m2
services=220m2
stairs& lifts= 150m2
FAR CALCULATIONS
commerial area in the building = 8556m2 (28.5%)
residential area in the building =16700m2 (56%)

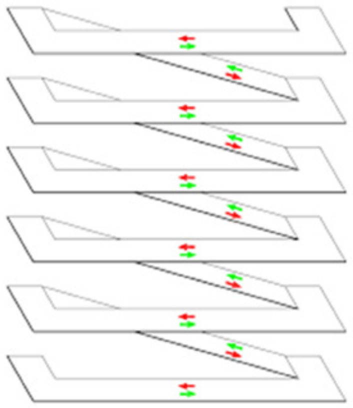


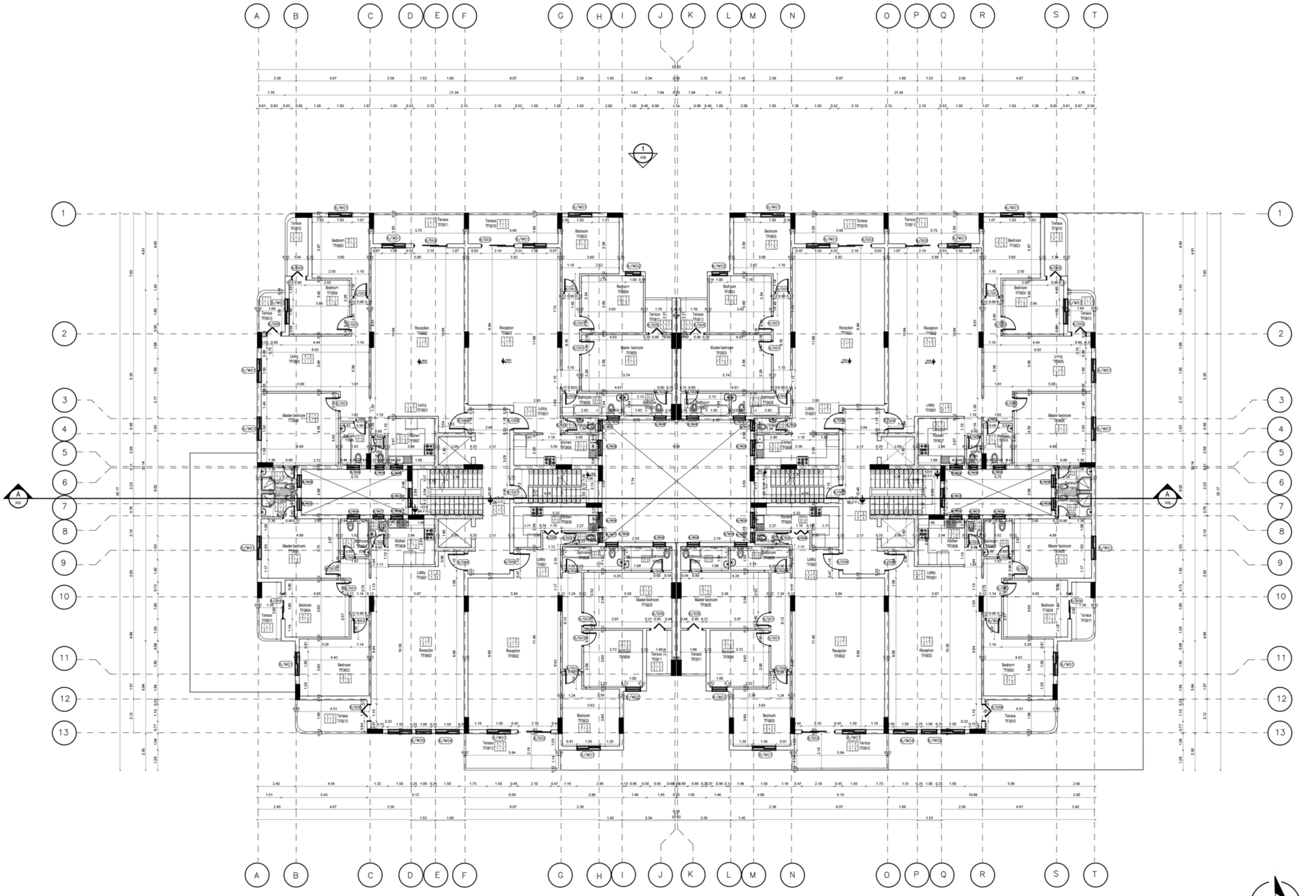


RESIDENTIAL RAMP



COMMERCIAL RAMP





TYPICAL FLOOR PLAN
SCALE 1:100

1
A03

0 1 2 3 4 5 METER
1:100

NORTH

3RD YEAR
AIN SHAMS UNIVERSITY
DEPARTMENT OF URBAN PLANNING

WORKING DRAWINGS COURSE

DOOR SCHEDULE

TYPE	HEIGHT	WIDTH	COUNT	NO
wood hinged door	220	80	240	D1
wood hinged door	220	70	240	D2
glass sliding door	220	200	60	D3
glass sliding door	220	160	20	D4
bifold glass door	220	85	80	D5
wood hinged door	220	110	40	D6
Stainless Steel fire door	220	80	20	D7
bifold glass door	220	110	20	D8
wood accordion door	220	110	20	D9

WINDOW SCHEDULE

TYPE	HEIGHT	WIDTH	COUNT	NO
Aluminum sliding window	130	160	880	W1
Aluminum casement window	130	100	160	W2
Aluminum sliding window	100	120	20	W3
Aluminum sliding window	140	160	40	W4
aluminum fixed window	140	100	20	W5
aluminum awning windows	100	100	300	W6
aluminum awning windows	100	70	240	W7
aluminum awning windows	140	57	20	W8
aluminum Casement Window	140	100	40	W9

FINISHING SCHEDULES

F	C
W	S

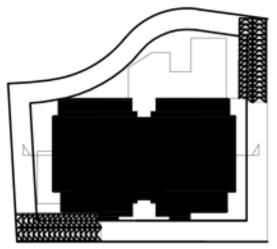
NO	FLOORING	
1	carrara marble squares	40*40*2
2	Parquet floor Beechwood	24*5*2
3	Ceramic tiles	30*30*9
4	Mosaic tiles	20*20*2

NO	SKIRTING	
1	Carrara marble skirting	40*20*2
2	Ceramic tiles skirting	30*30*9
3	mosky Wood skirting	20*20*2

NO	WALL	
1	plastic paint	
2	Ceramic tiles	20*20*8
3	Curtain wall	

NO	CEILING	
1	plastic paint	
2	Gypsum Board	60*60
3	Gypsum Plaster 2 cm	

KEY PLAN



REVISIONS

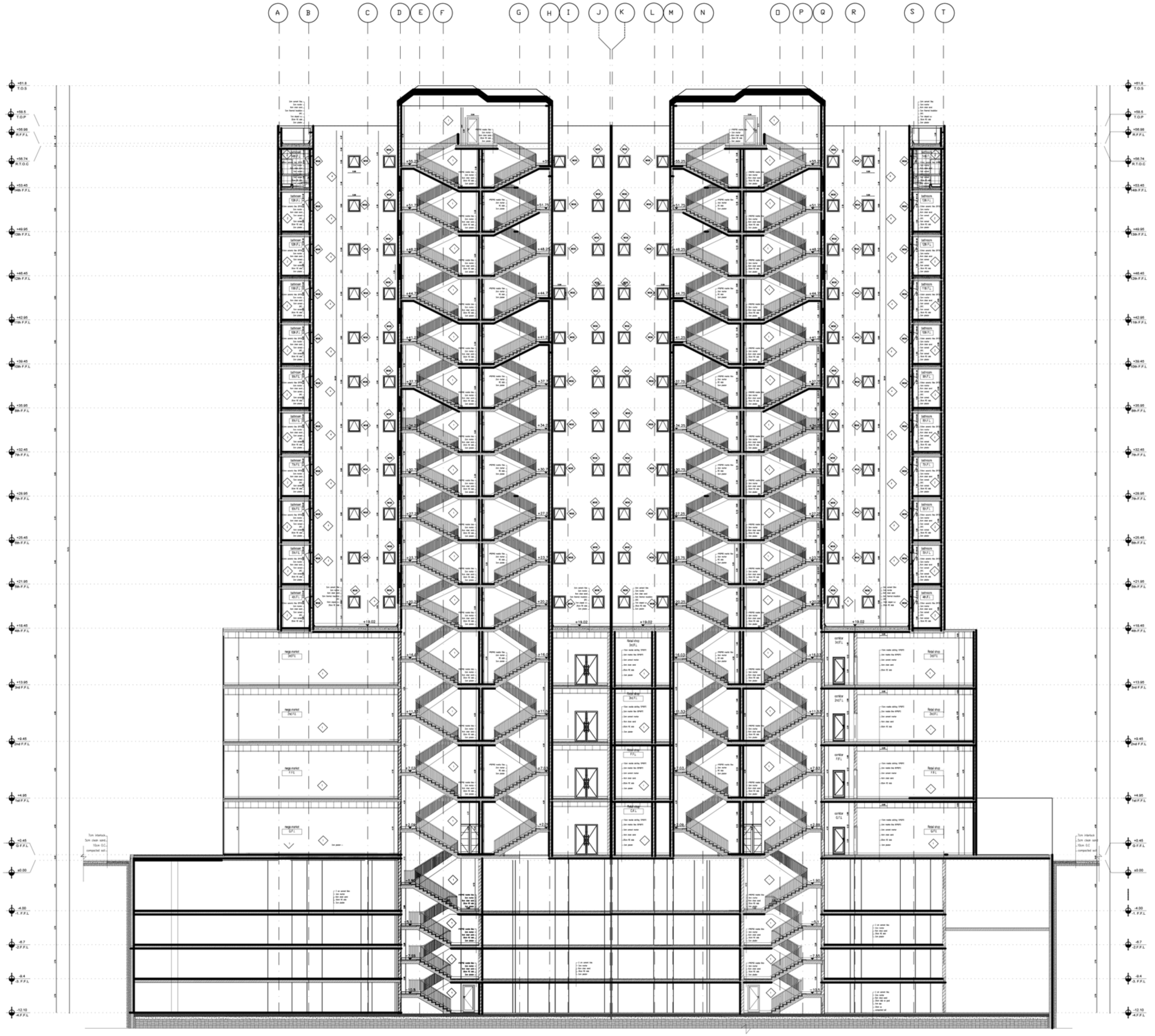
Rev.	DESCRIPTION	DATE	APR.

PROJECT NO. :
SCALE: 1:100
DESIGNED BY: Amira Mostafa Abdelmoneem
DWG BY: Amira Mostafa Abdelmoneem
CODE: 1700296
CHECKED BY:
APPROVED BY:
DATE: 22 May 2021

PROJECT TITLE:
TYPICAL RESIDENTIAL FLOOR PLAN

DRAWING NAME:
MIXED USE TOWER

DRAWING REFERENCE NO.:
A101



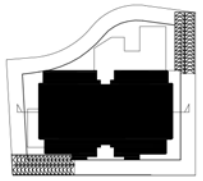
SECTION A-A
SCALE 1:100

3RD YEAR
AIN SHAMS UNIVERISTY
DEPARTMENT OF URBAN PLANNING

WORKING DRAWINGS COURSE

NO	FLOORING	
1	carrara marble squares	40*40*2
2	Parquet floor Beech wood	24*5*2
3	Ceramic tiles	30*30*1
4	Mosaic tiles	20*20*2
NO	SKIRTING	
1	Carrara marble skirting	40*20*2
2	Ceramic tiles skirting	30*30*1
3	moldy Wood skirting	20*20*2
NO	WALL	
1	plastic paint	
2	Ceramic tiles	20*20*1
3	Curtain wall	
NO	CEILING	
1	plastic paint	
2	Gypsum board	60*60
3	Gypsum Plaster 3 cm	

KEY PLAN



REVISIONS

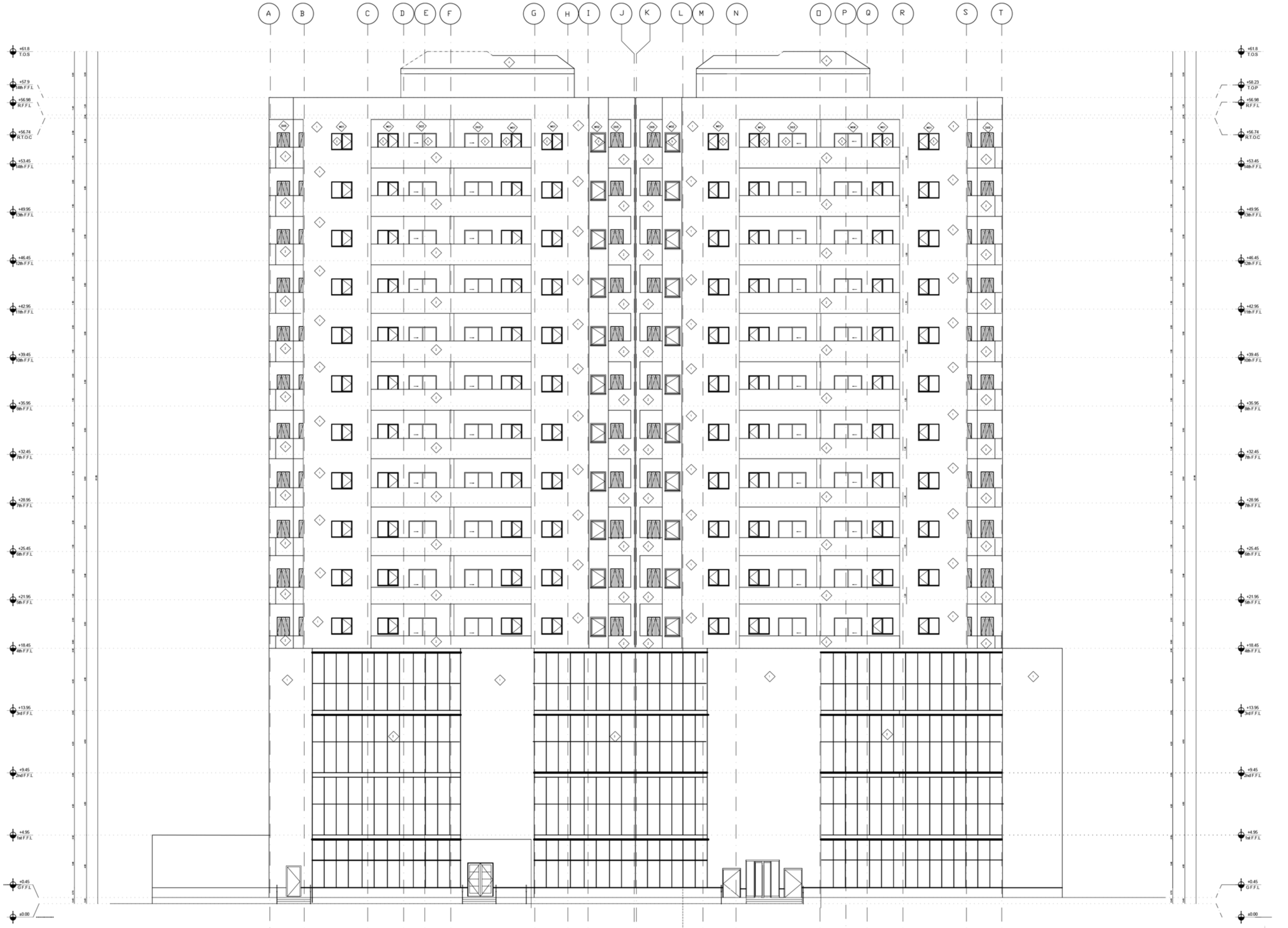
Rev.	DESCRIPTION	DATE	APR.

PROJECT NO. :
SCALE: 1:100
DESIGNED BY: Amira Mostafa Abdelmoneem
DWG BY: Amira Mostafa Abdelmoneem
1700296
CHECKED BY:
APPROVED BY:
22 May 2021

PROJECT TITLE:
MIXED USE TOWER

DRAWING NAME:
SECTION A-A

DRAWING REFERENCE NO.:
A101


A
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+61.8
T.O.S
+57.9
14th F.F.L
+56.98
R.F.F.L
+56.74
R.T.O.C
+53.45
14th F.F.L
+49.95
13th F.F.L
+46.45
12th F.F.L
+42.95
11th F.F.L
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8th F.F.L
+32.45
7th F.F.L
+28.95
7th F.F.L
+25.45
6th F.F.L
+21.95
5th F.F.L
+18.45
4th F.F.L
+13.95
3rd F.F.L
+9.45
2nd F.F.L
+4.95
1st F.F.L
+0.45
G.F.F.L
±0.00
+58.23
T.O.P

1 NORTHERN ELEVATION
SCALE 1:100

1
0
1
2
3
4
5
1:100
METER
NORTH

3RD YEAR
AIN SHAMS UNIVERISTY
DEPARTMENT OF URBAN PLANNING

WORKING DRAWINGS COURSE

DOOR SCHEDULE

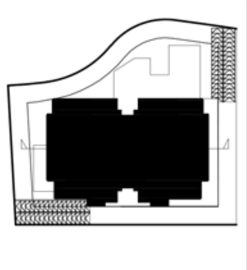
TYPE	HEIGHT	WIDTH	COUNT	NO
wood hinged door	200	8.0	24.0	D1
wood hinged door	200	7.0	24.0	D2
glass sliding door	200	21.0	60	D3
glass sliding door	200	16.0	20	D4
[illegible] glass door	200	8.5	80	D5
wood hinged door	200	11.0	40	D6
Stainless Steel fire door	200	8.0	20	D7
[illegible] glass door	200	11.0	20	D8
[illegible] door	200	11.0	20	D9

WINDOW SCHEDULE

TYPE	HEIGHT	WIDTH	COUNT	NO
Aluminum sliding window	130	25.0	88.0	W1
Aluminum casement window	130	10.0	16.0	W2
Aluminum sliding window	100	12.0	20	W3
Aluminum sliding window	100	25.0	40	W4
Aluminum fixed window	100	10.0	20	W5
Aluminum awning windows	100	10.0	80.0	W6
Aluminum awning windows	100	7.0	24.0	W7
Aluminum awning windows	100	5.7	20	W8
Aluminum Casement Window	100	10.0	40	W9

FAÇADE FINISHES
1 exterior plasters
2 glass panels
3 roof tiles
4 alcabond

KEY PLAN



REVISIONS

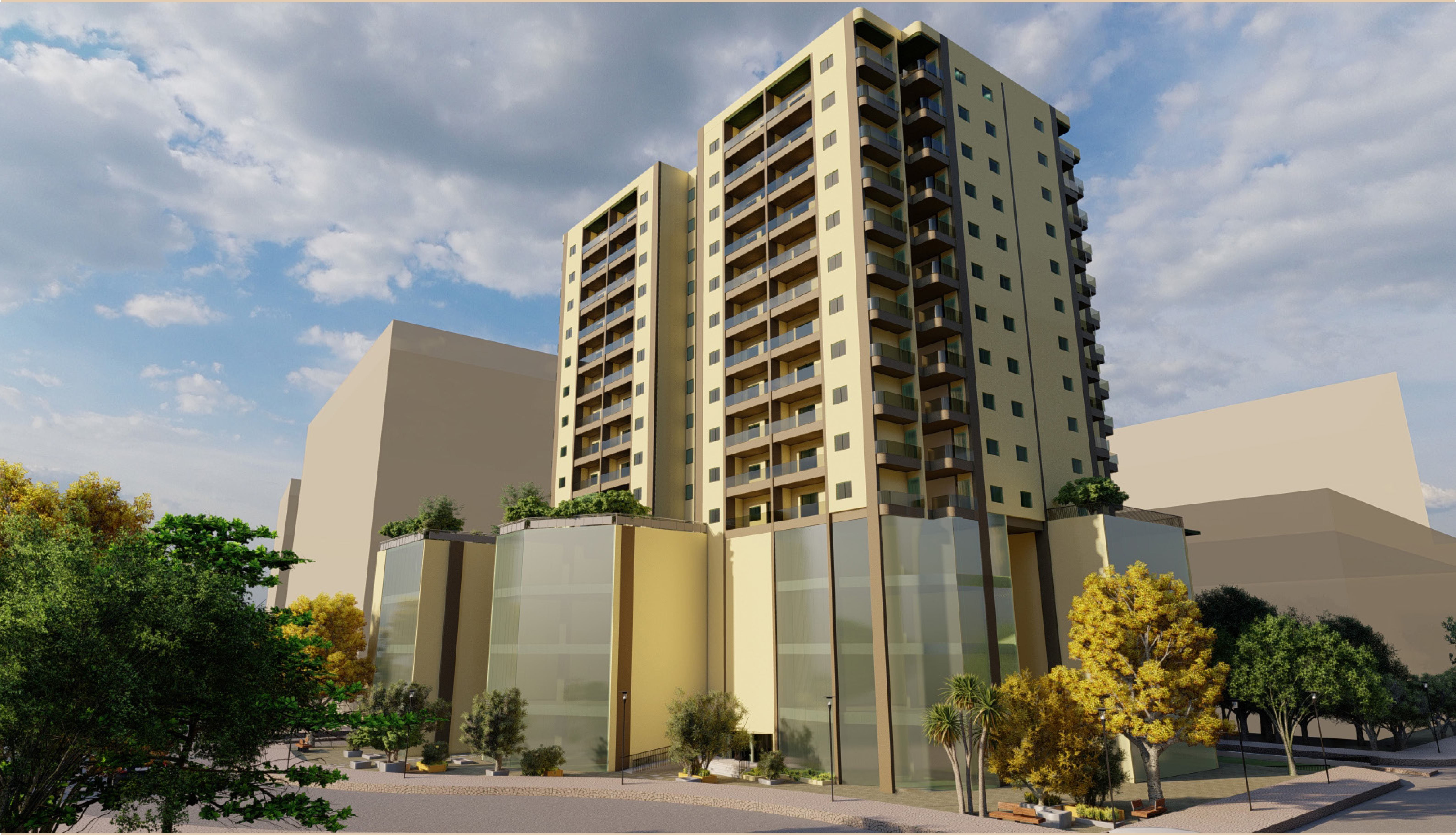
Rev.	DESCRIPTION	DATE	APR.

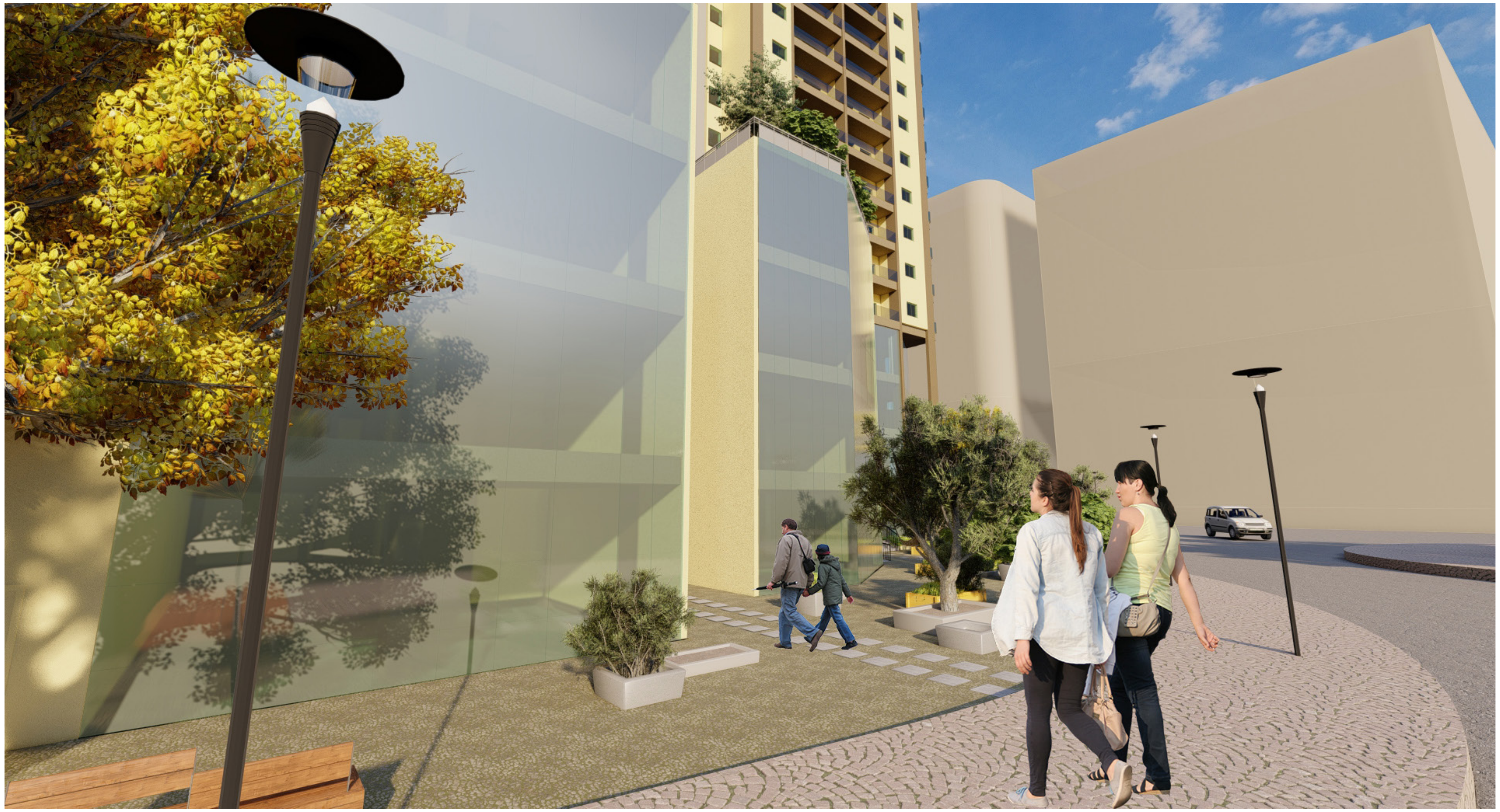
PROJECT NO. :	
SCALE: 1:100	
DESIGNED BY: Amira Mostafa Abdelmoneem	DWG BY: Amira Mostafa Abdelmoneem
1700296	
CHECKED BY:	APPROVED BY:
22	May 2021

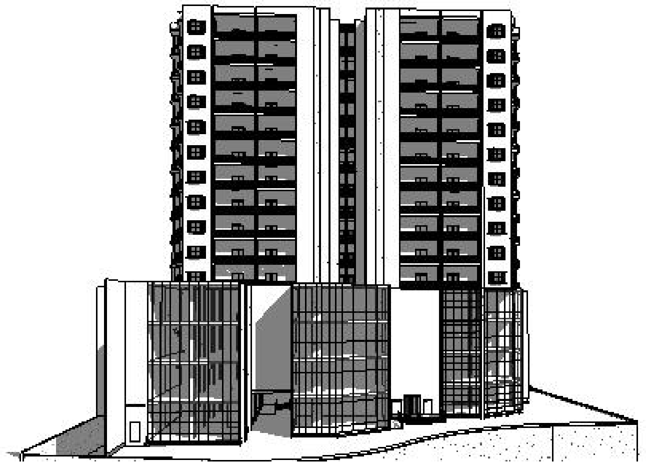
PROJECT TITLE:
MIXED USE TOWER

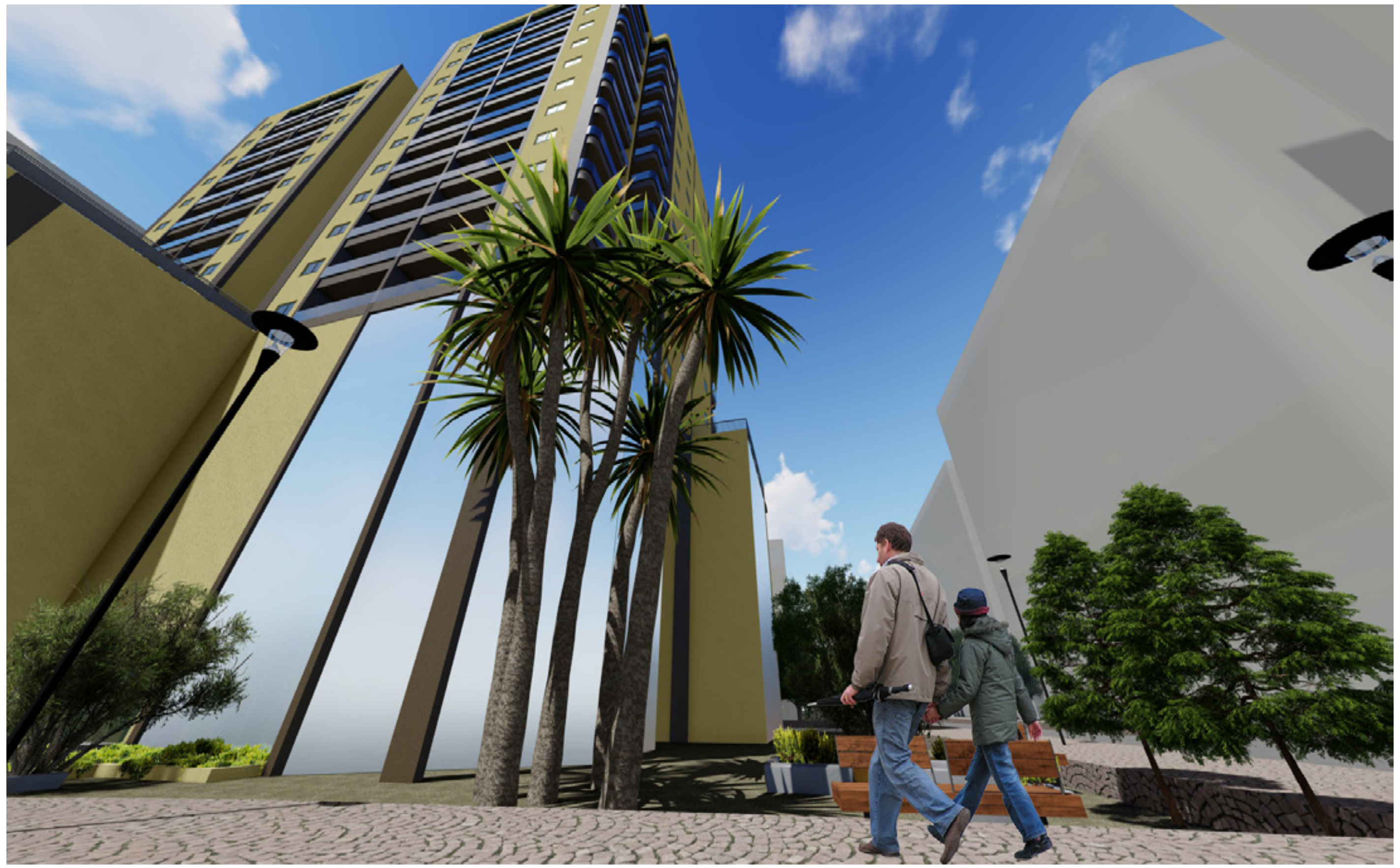
DRAWING NAME:
NORTHERN FACADE

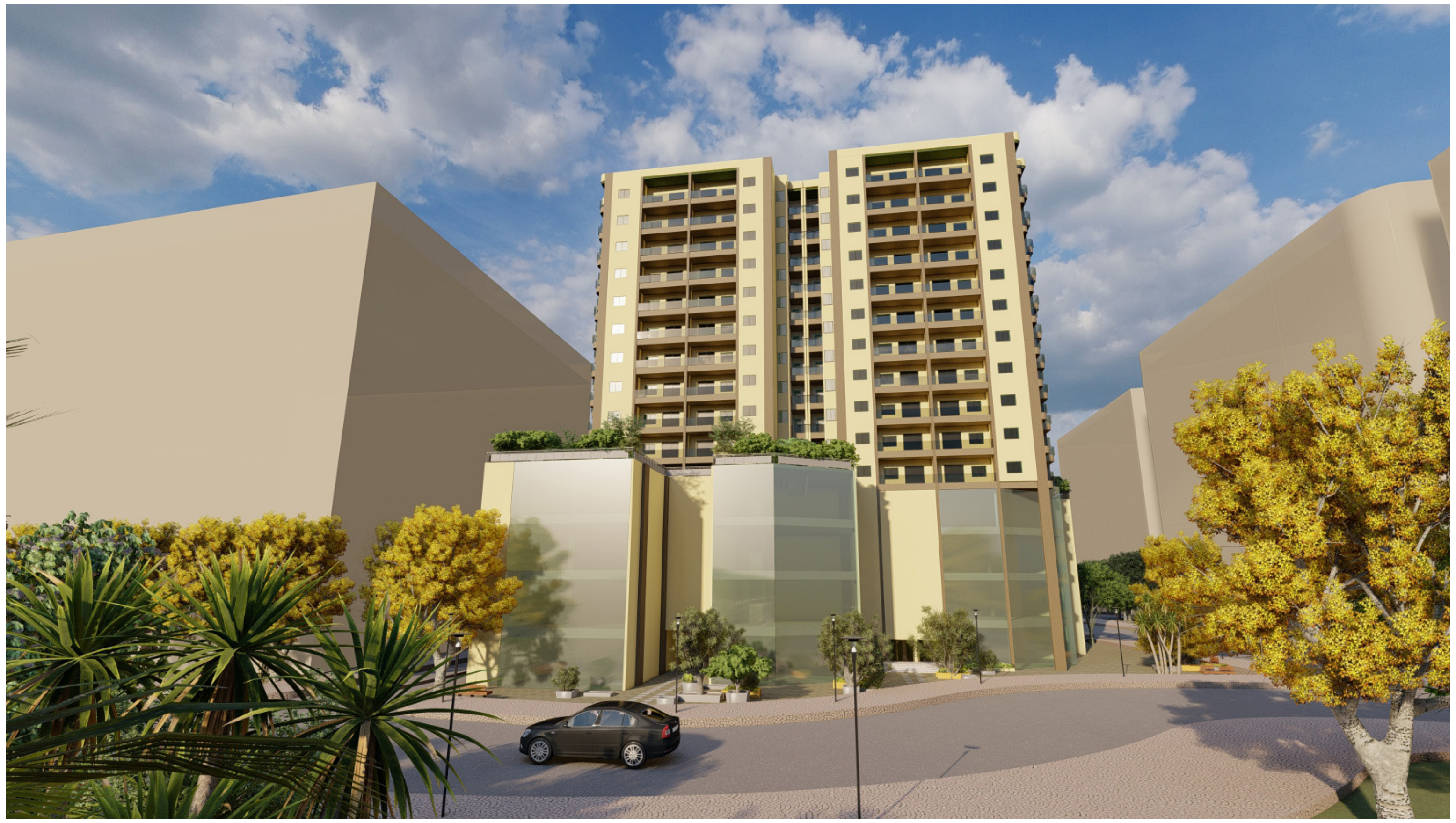
DRAWING REFERENCE NO.:
A101









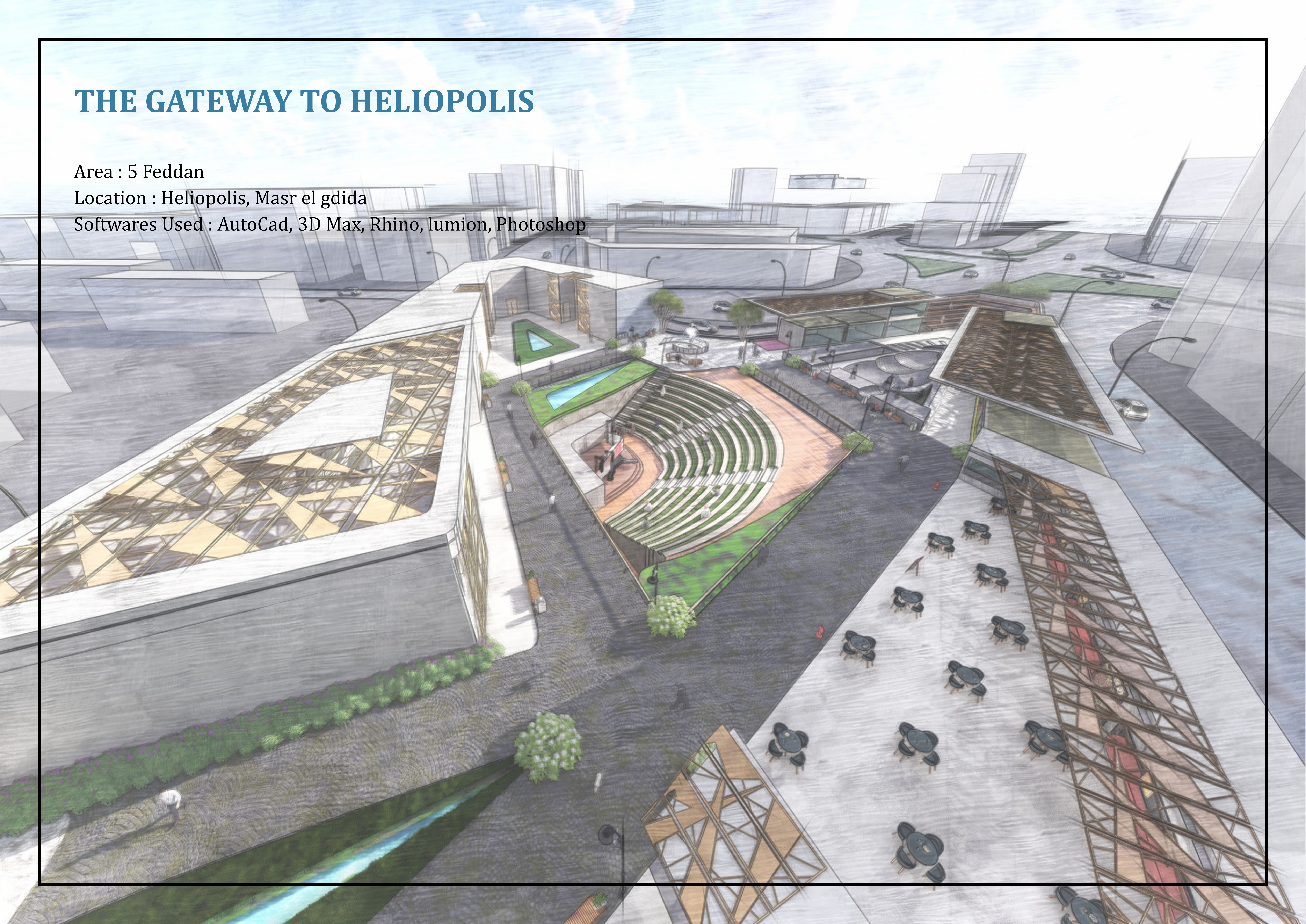


GROUP WORK

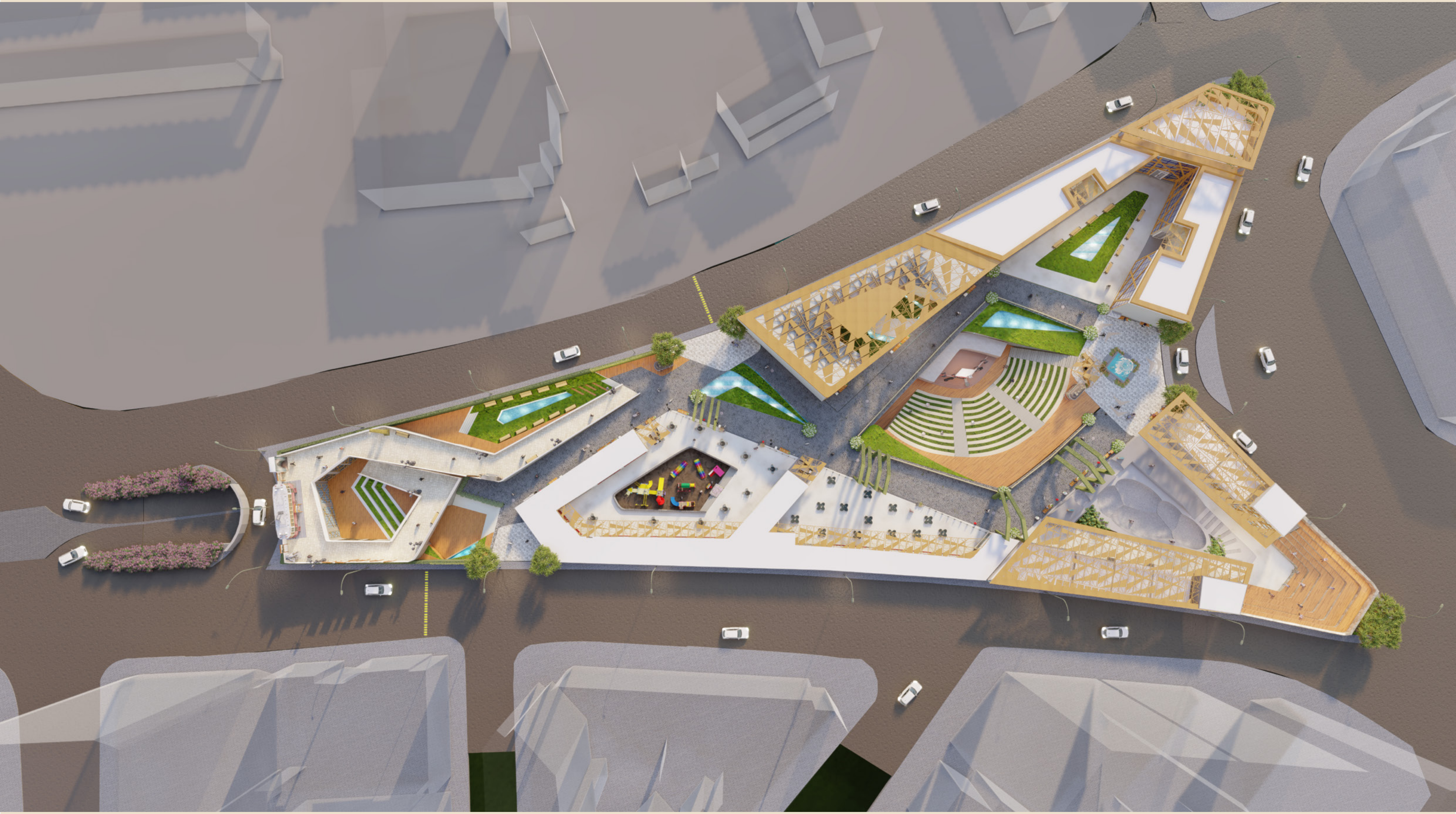
Urban design - landscape

THE GATEWAY TO HELIOPOLIS

Area : 5 Feddan
Location : Heliopolis, Masr el gdida
Softwares Used : AutoCad, 3D Max, Rhino, lumion, Photoshop

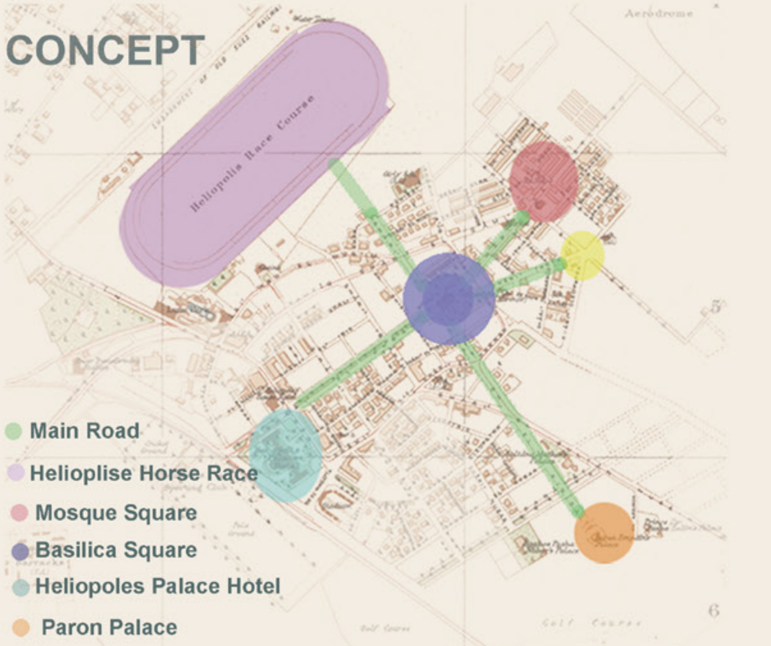


LAYOUT

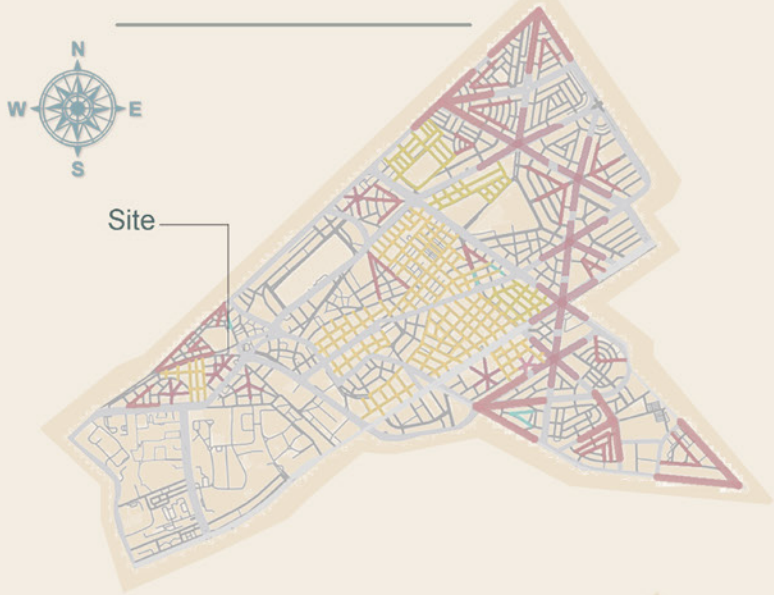


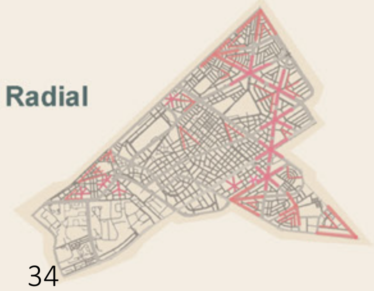
THE GATEWAY TO HELIOPOLIS

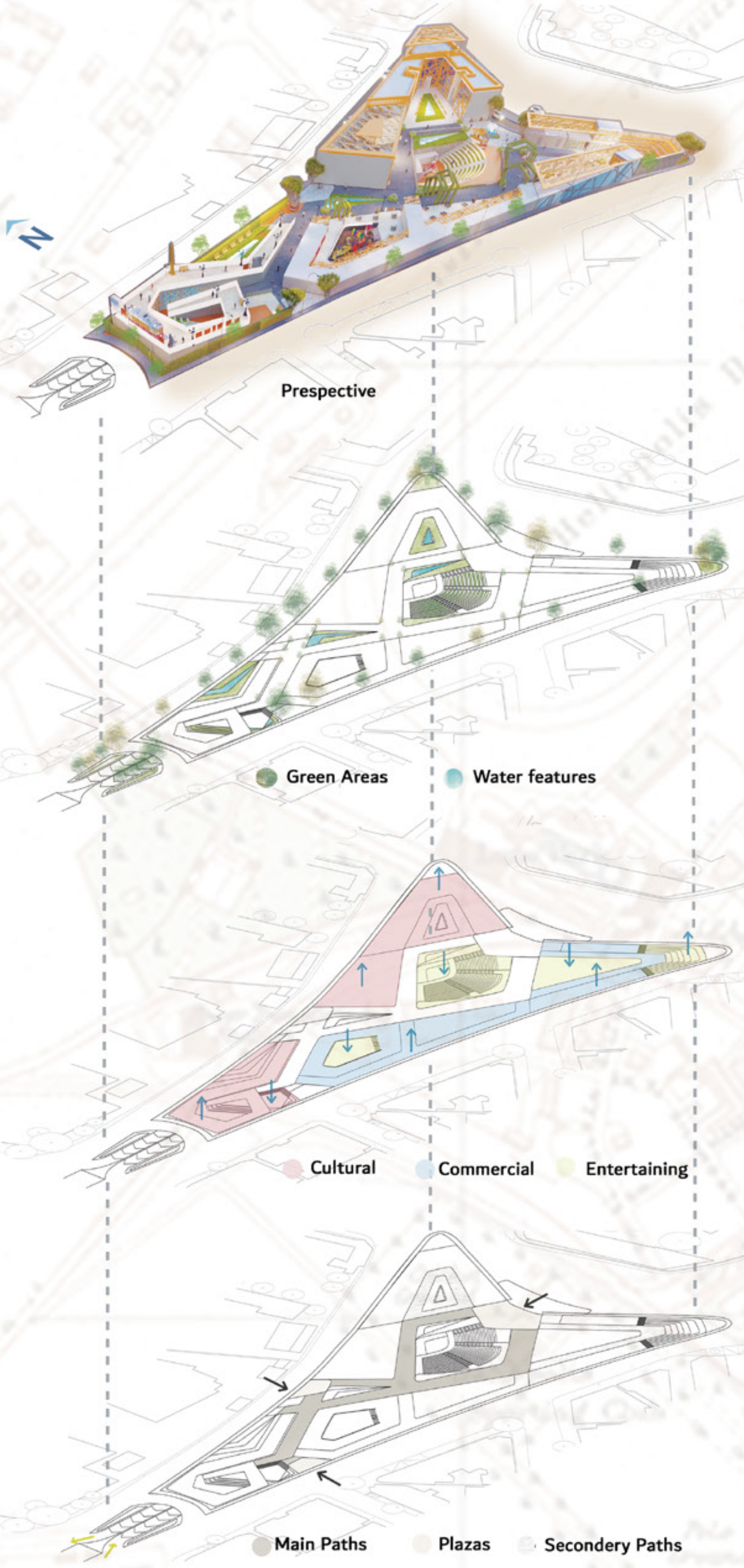
CONCEPT


Heliopolis Race Course
Aerodrome
Golf Course
● Main Road
● Helioplise Horse Race
● Mosque Square
● Basilica Square
● Heliopoles Palace Hotel
● Paron Palace

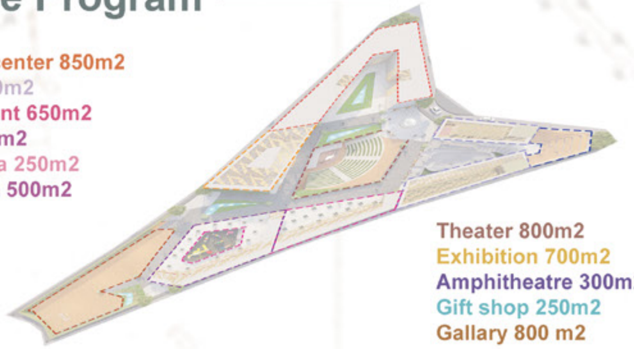
As a design inspired by the first design of Heliopolis to express all its areas and link them together, we placed the Heliopolis storytelling in the middle similar to the basilica people gathering, with 5 main radial axes to cover the cultural activities.
using it's urban fabric of radial and grid systems.
as a gateway of Helioples and its development we located a pedestrian pridge as an iconic feature to enrich the concept of clear visual axies and create new ones all over the project with a spectacular experince, creating new spaces by different levels and providing shades over places with aesthetic patterns.






N
Prespective
● Green Areas
● Water features
● Cultural
● Commercial
● Entertaining
● Main Paths
● Plazas
● Secondery Paths

Space Program

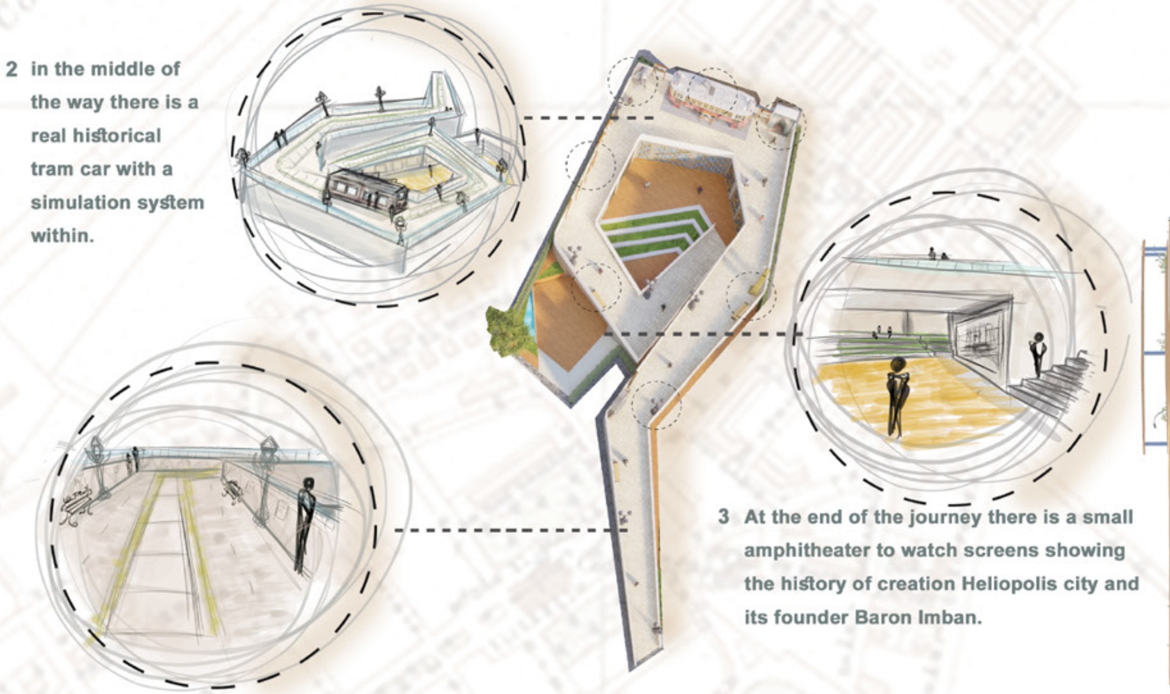


Culture center 850m2
Shop 500m2
Restaurant 650m2
Cafe 250m2
Kids Area 250m2
Cafeteria 500m2

Theater 800m2
Exhibition 700m2
Amphitheatre 300m2
Gift shop 250m2
Gallary 800 m2

The Storytelling of Heliopolis

To emphasize the design concept, we chose the storytelling to be a visual attraction element rather than an ordinary spoken words. We created differences in levels to take advantage of the space below the storytelling and raised it to emphasize the importance of this element in the project, forming 3 different experiences in it in addition to the exhibitions below it.



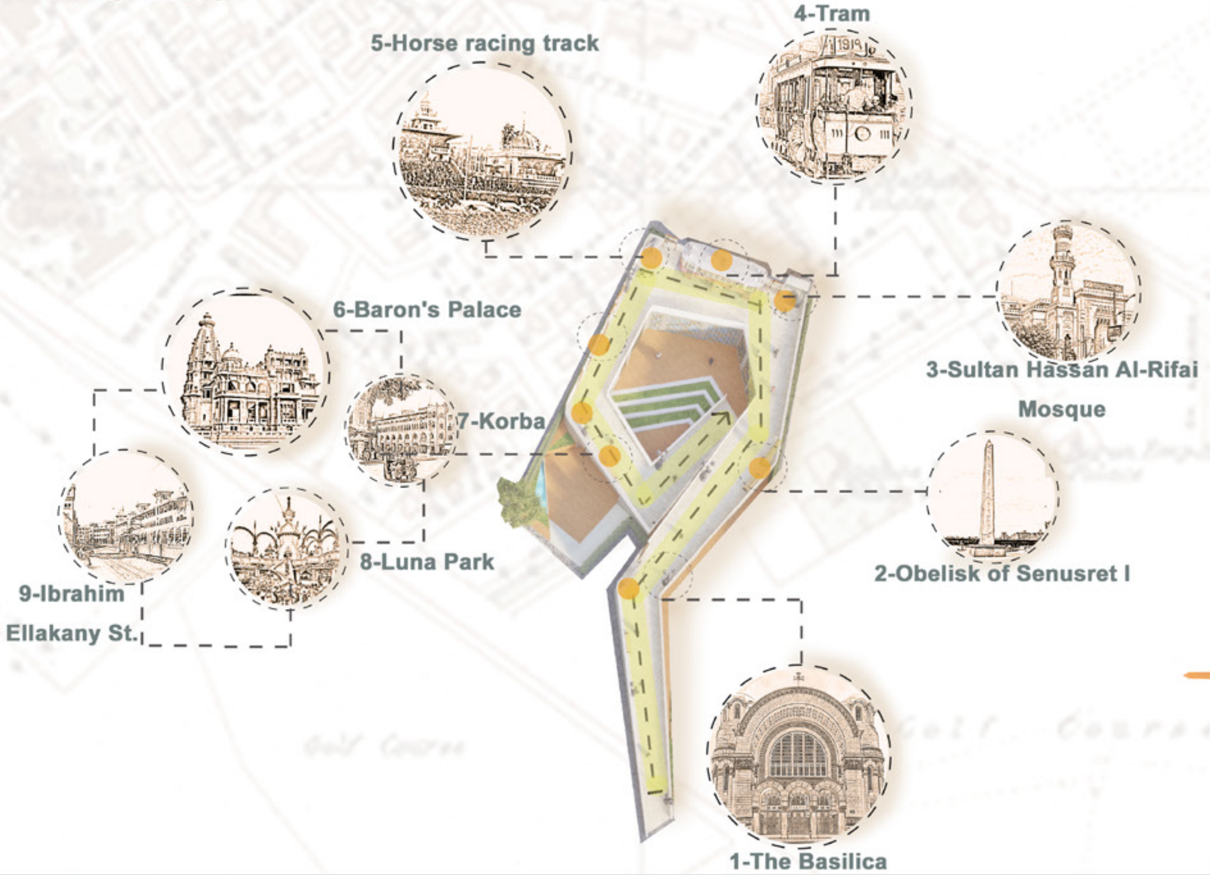
2 in the middle of the way there is a real historical tram car with a simulation system within.

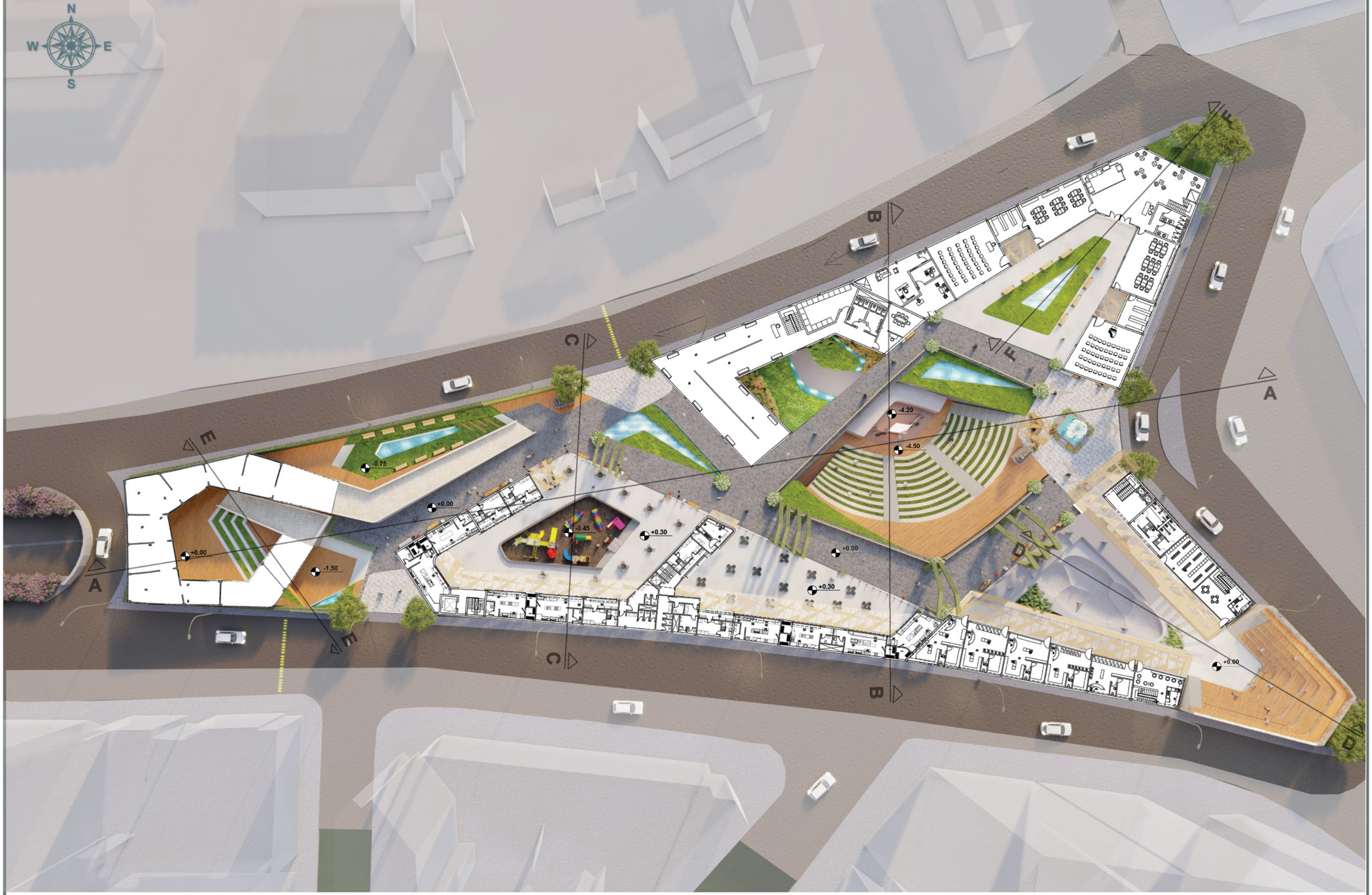
3 At the end of the journey there is a small amphitheater to watch screens showing the history of creation Heliopolis city and its founder Baron Imban.

1 simulating old streets emphasizing wideness, green areas and first transportation in Heliopolis the tram with street patterns.with its unique architectural style and street furniture as light posts and seats.

4 The ground floor is an opean plan exhibition of real parts of the tram street furnitures building decorations and rare photographs.

Time Line


5-Horse racing track
4-Tram
6-Baron's Palace
7-Korba
3-Sultan Hassan Al-Rifai Mosque
8-Luna Park
2-Obelisk of Senusret I
9-Ibrahim Ellakany St.
1-The Basilica


N
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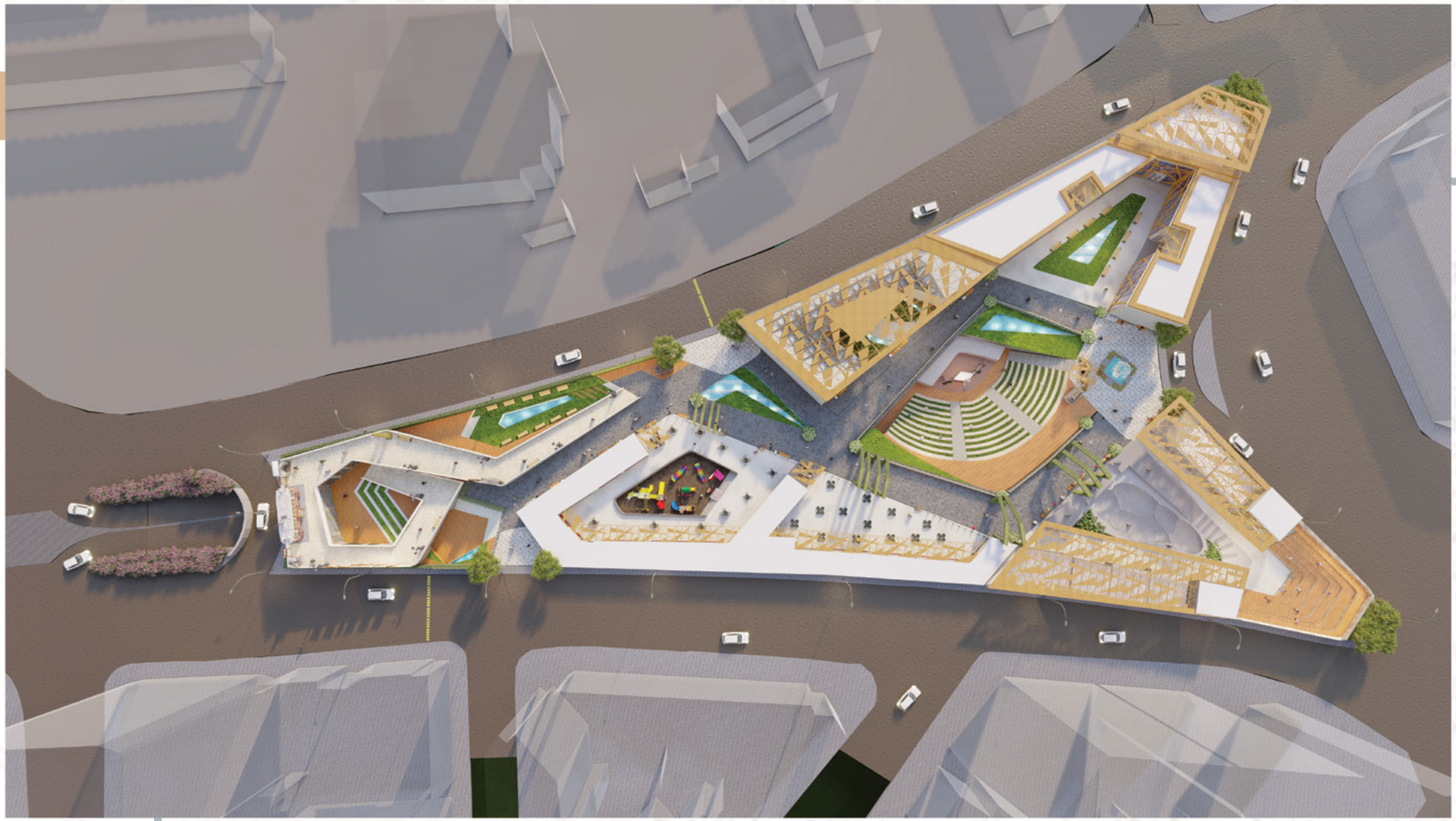
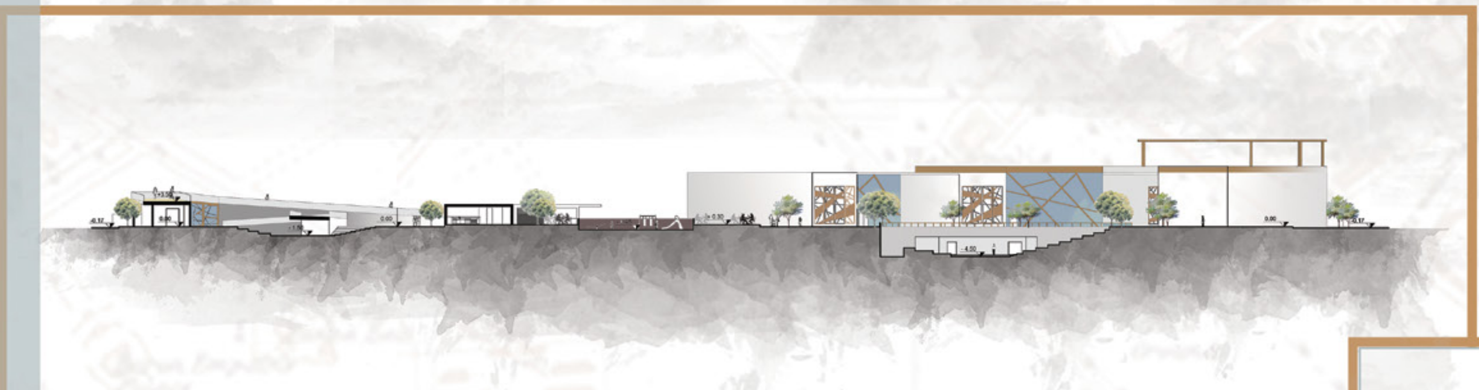
E
S
A
A
B
B
C
C
D
D
E
E
F
F
-0.75
+0.00
+0.00
-1.50
-0.45
+0.30
+0.00
+0.30
-4.20
-4.50
+0.00

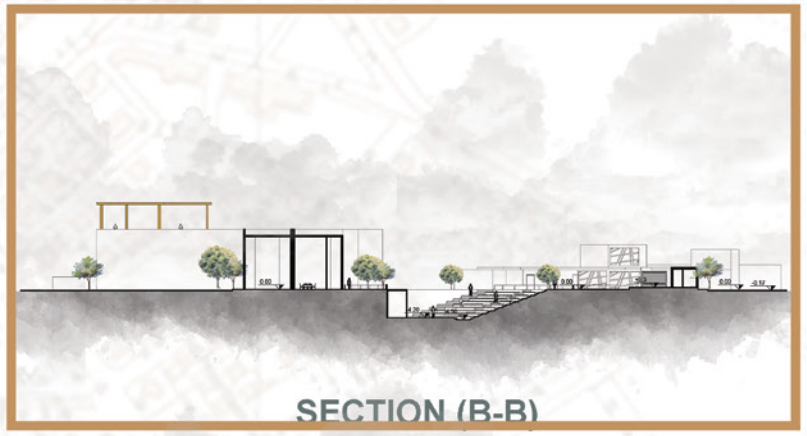
MASTER PLAN 1:200

LAYOUT 1:400

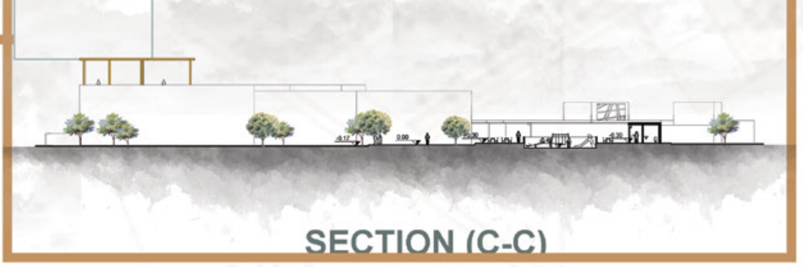




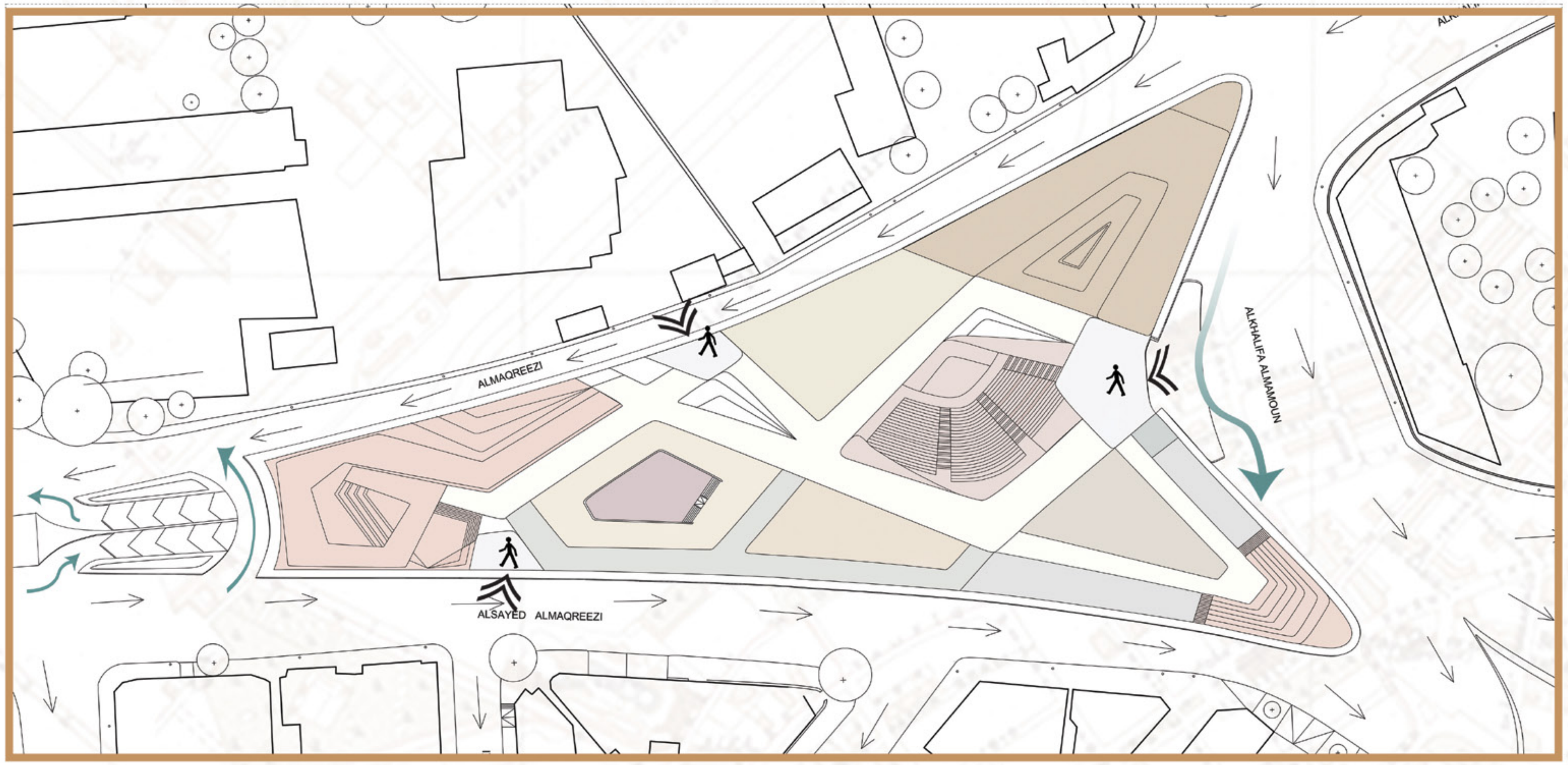
SECTION (A-A)
1:400



SECTION (B-B)
1:400

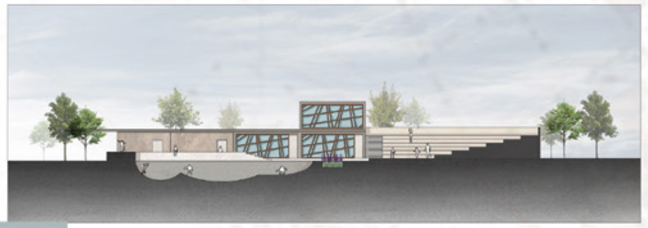


SECTION (C-C)
1:400

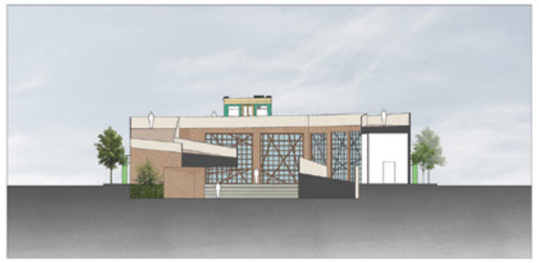

ALMAQREEZI
ALKHALIFA ALMAMOUN
ALSAYED ALMAQREEZI

- ● Cultural Center
- ● Gallary
- ● Kids Area
- ● Cafe' & Cafeteria
- ● Fast Food
- ● Restaurent
- ● Play Ground
- ● Core
- ● Theater
- ● Exhibition
- ● Amphitheater
- ● Shops

ZONING 1:400



SECTION (D-D)
1:400



SECTION (E-E)
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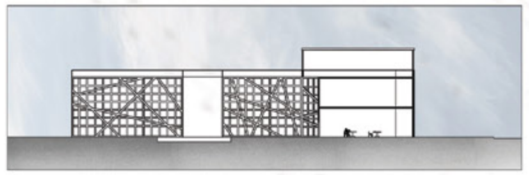

SECTION (F-F)
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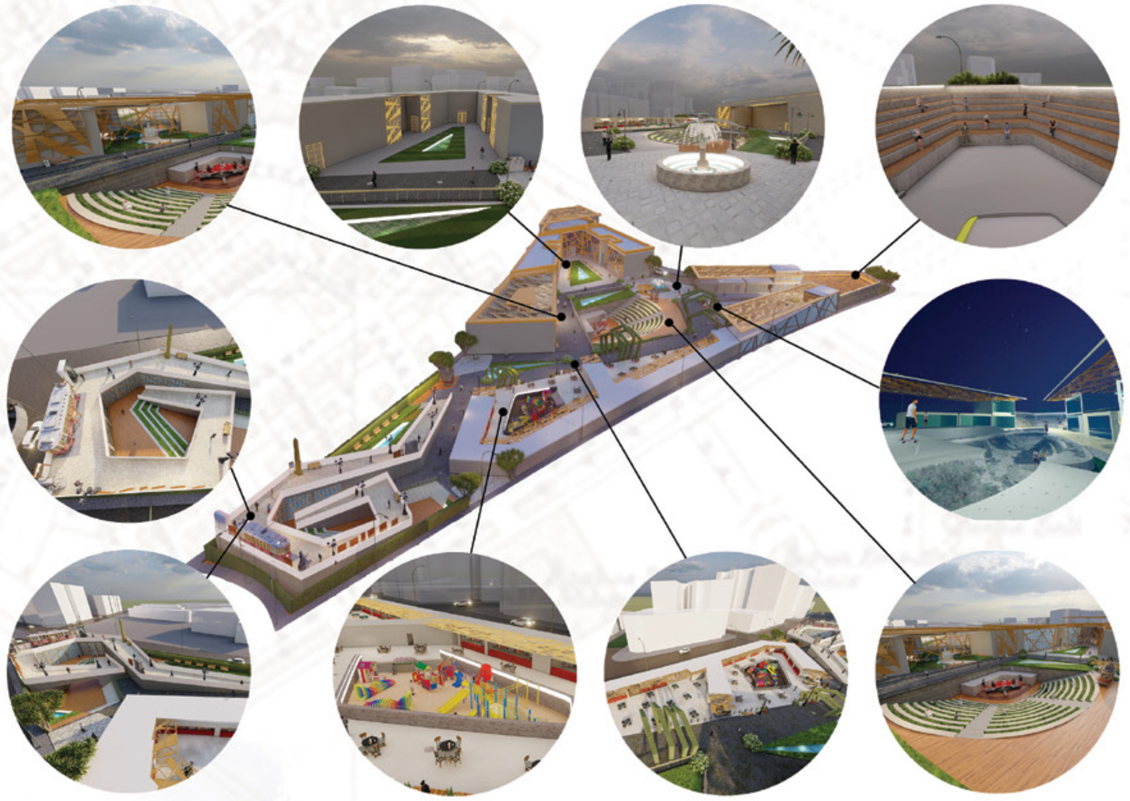
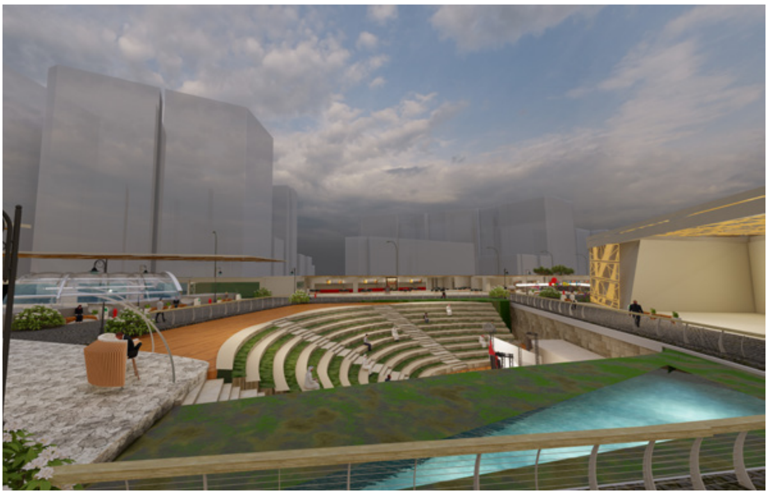
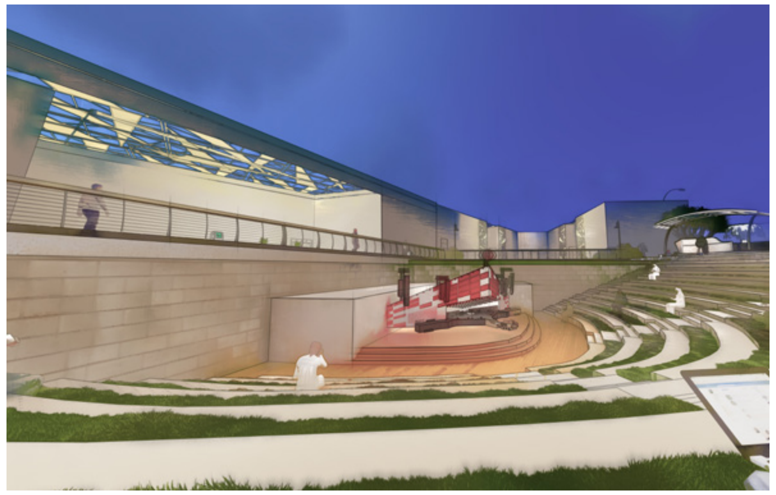
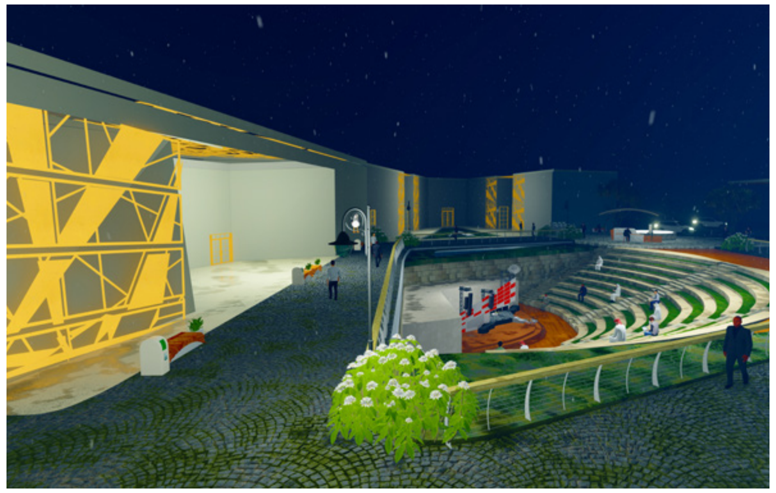
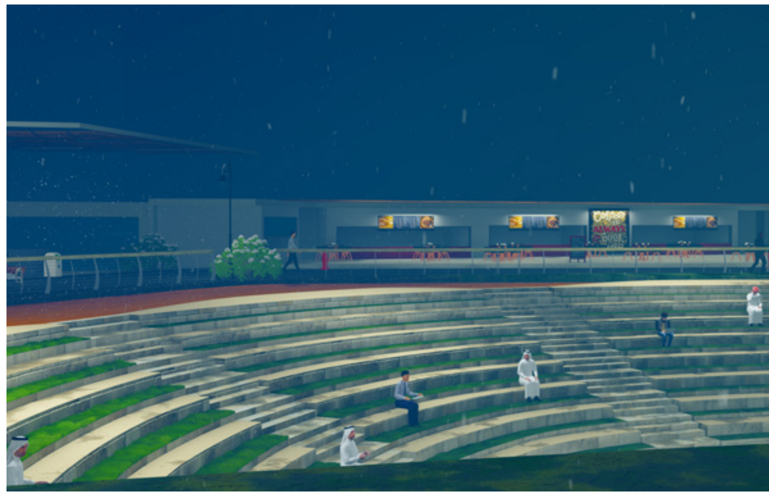
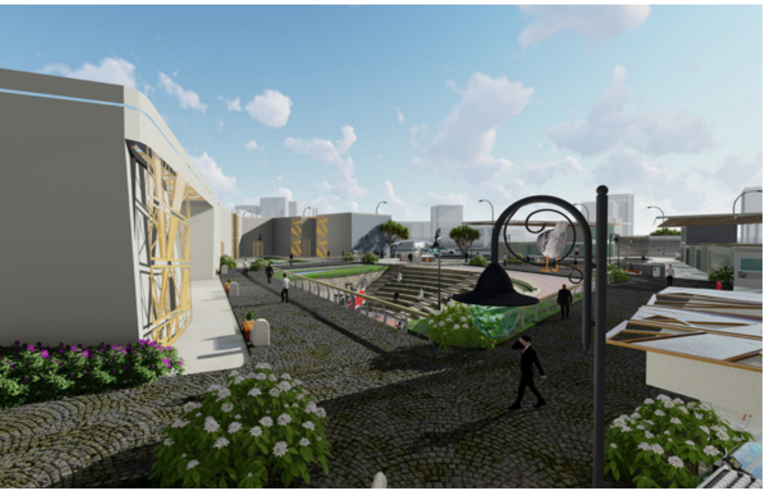
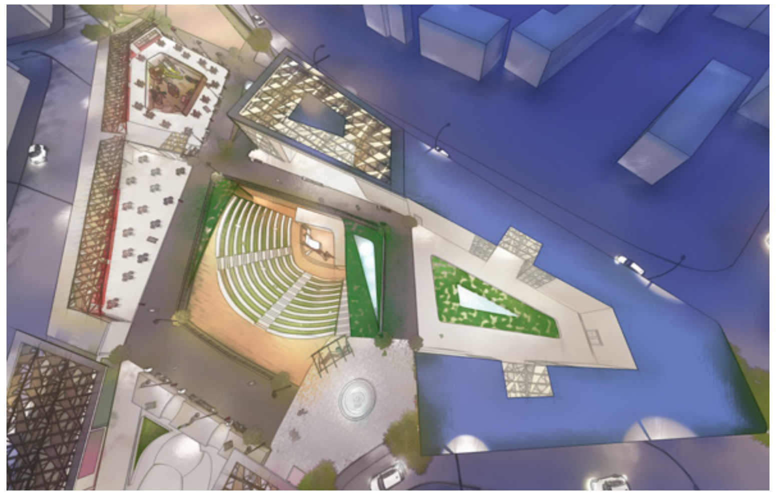
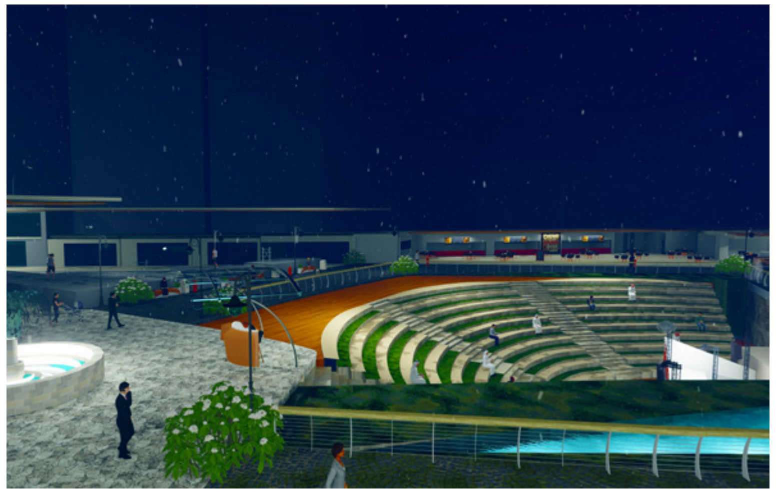
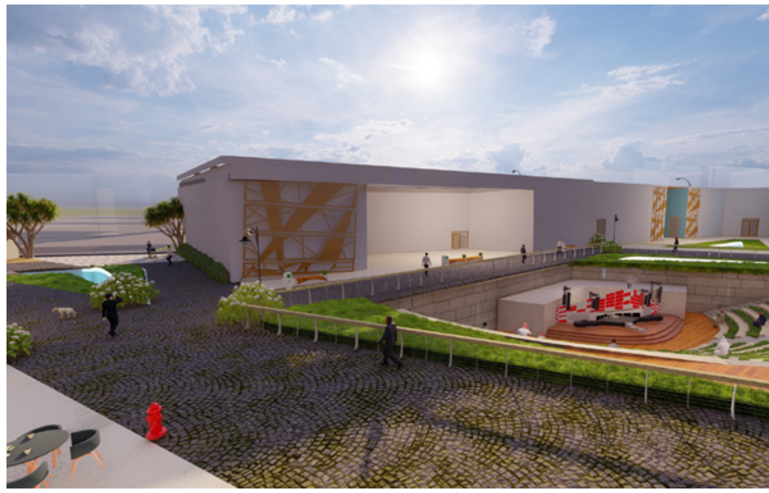
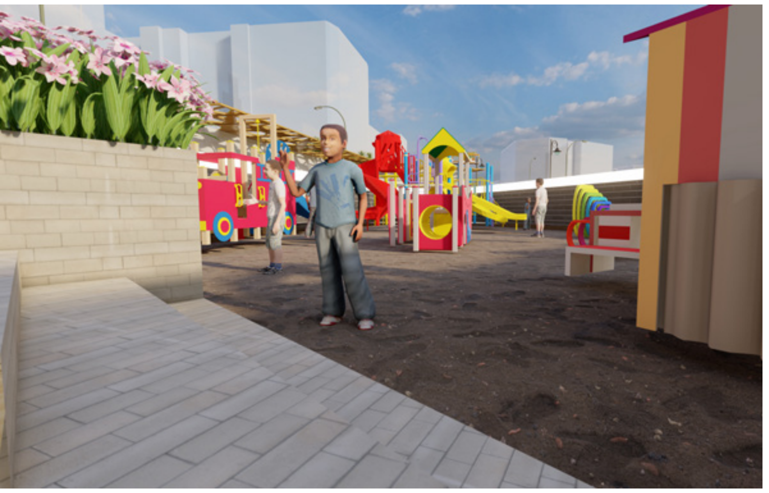
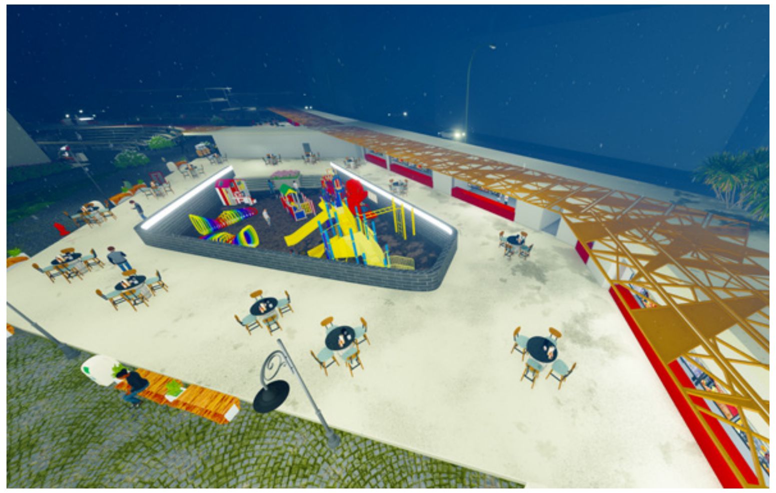
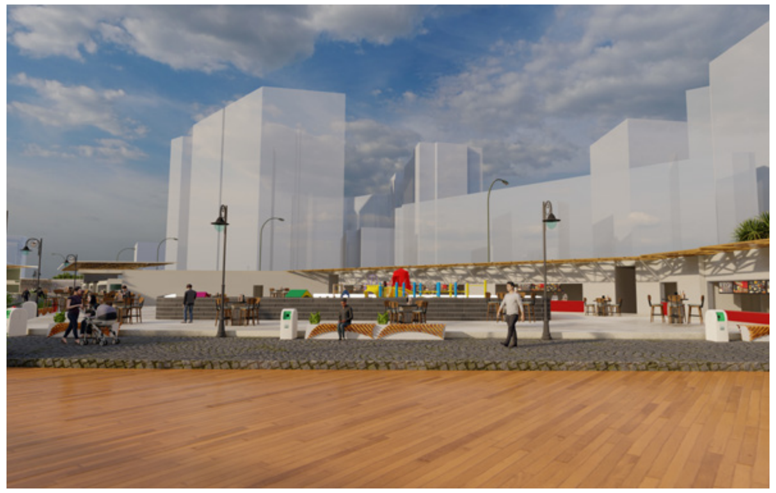
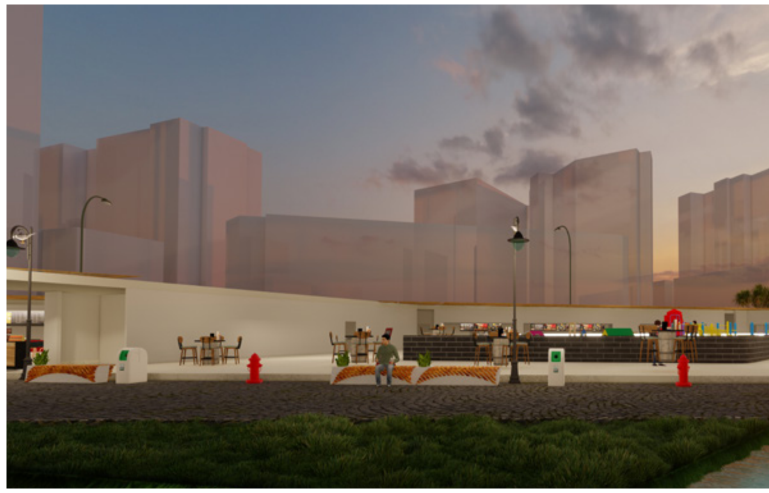
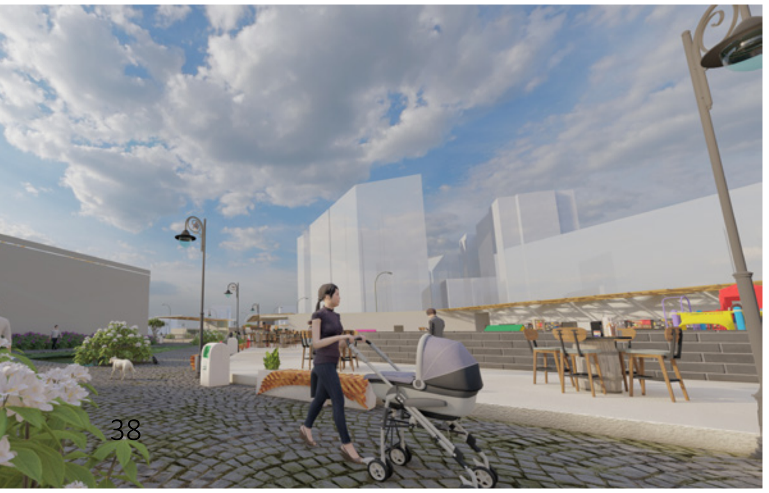
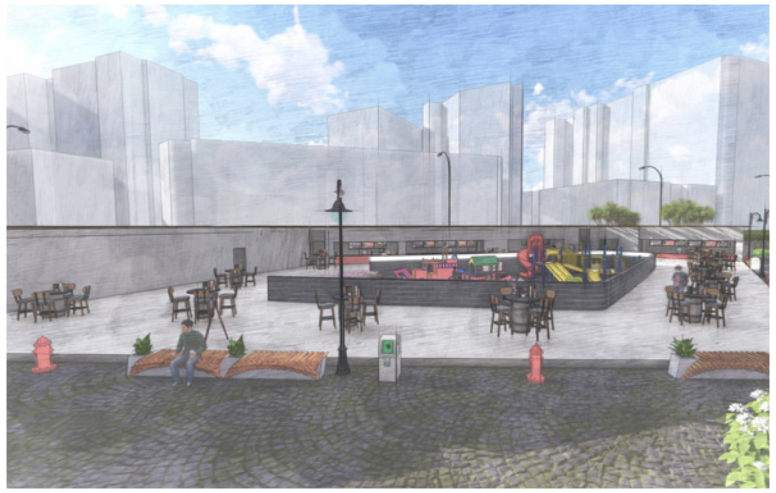
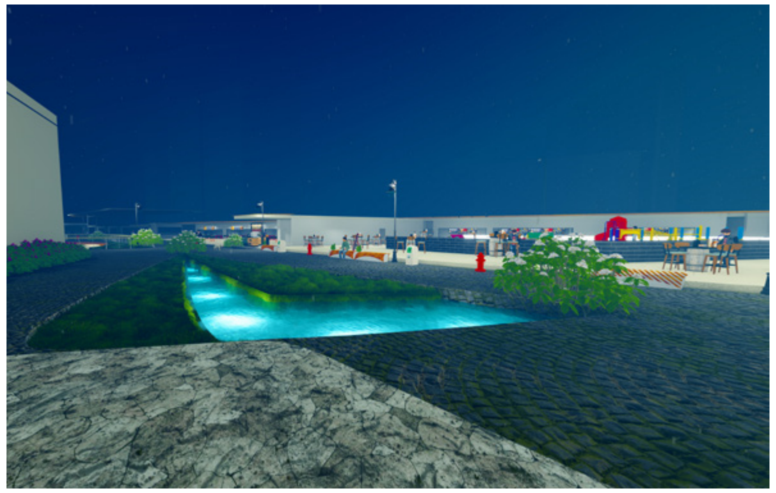
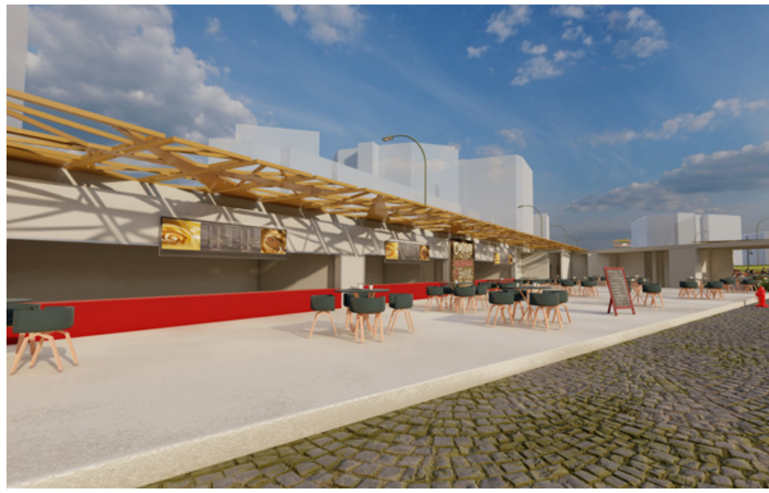


VISUAL ANALYSIS

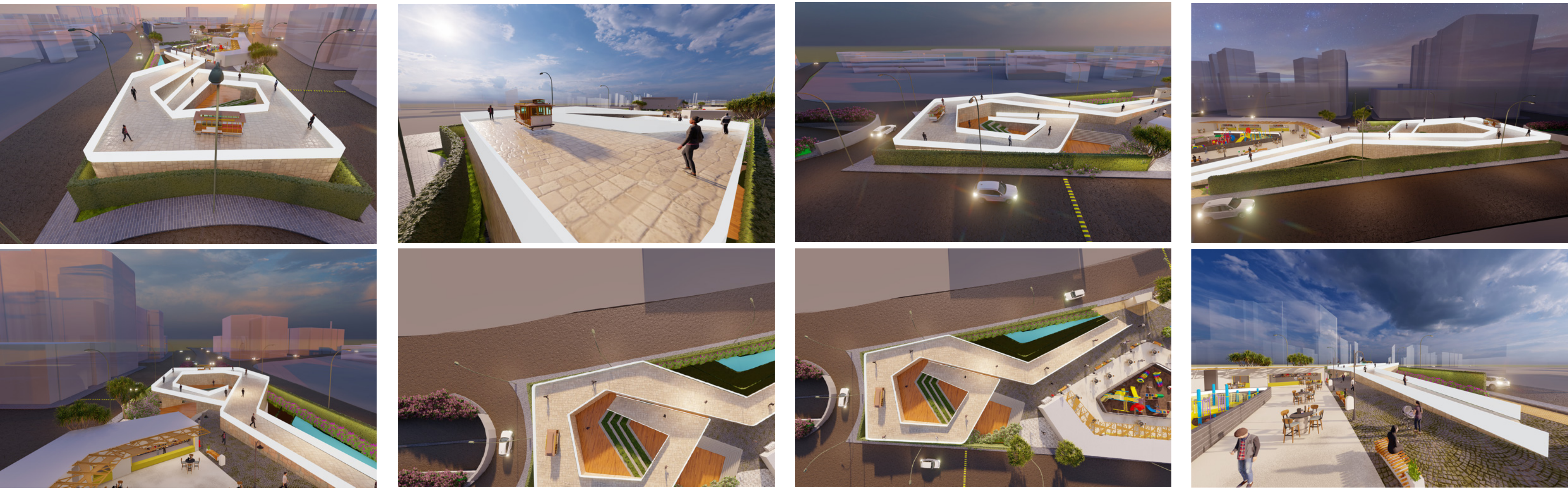
AMPHTHEATER

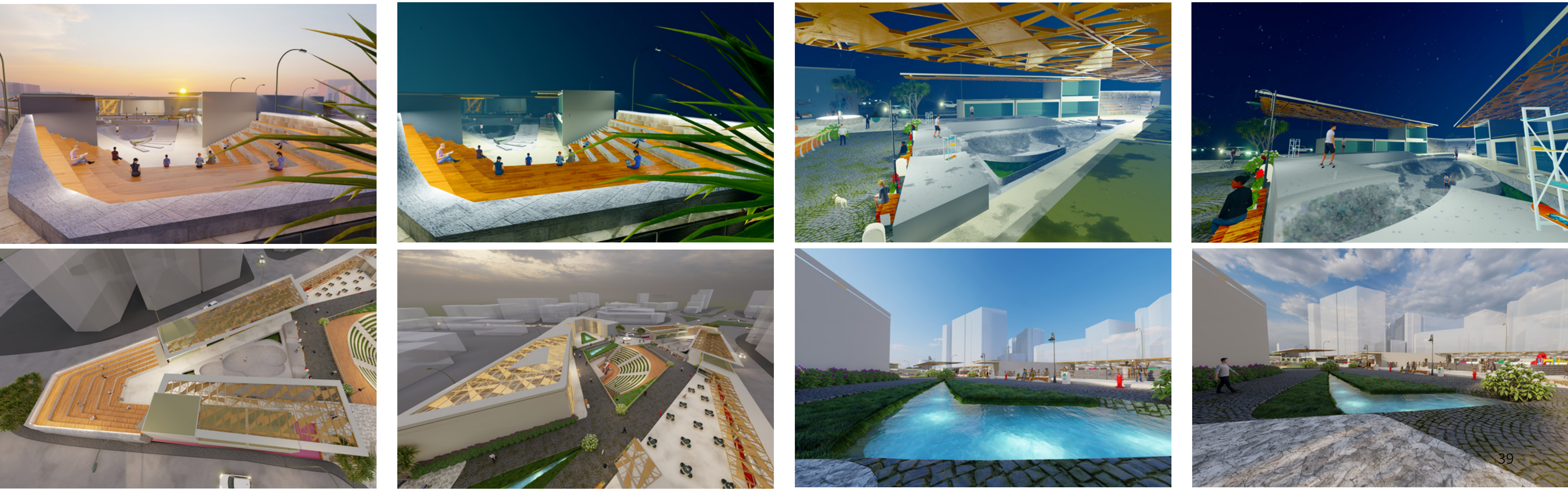
KIDS & RESTAURANTS

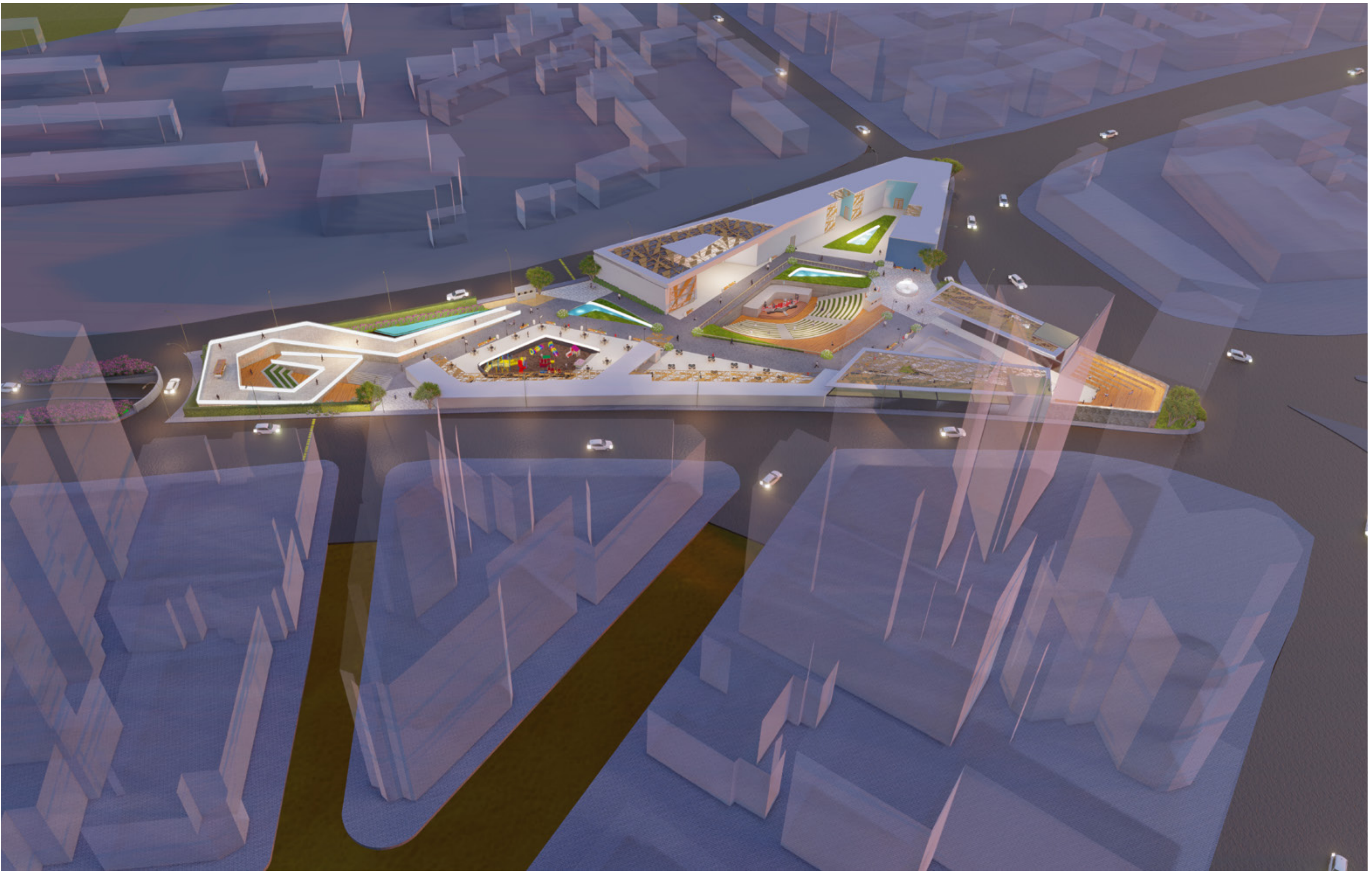









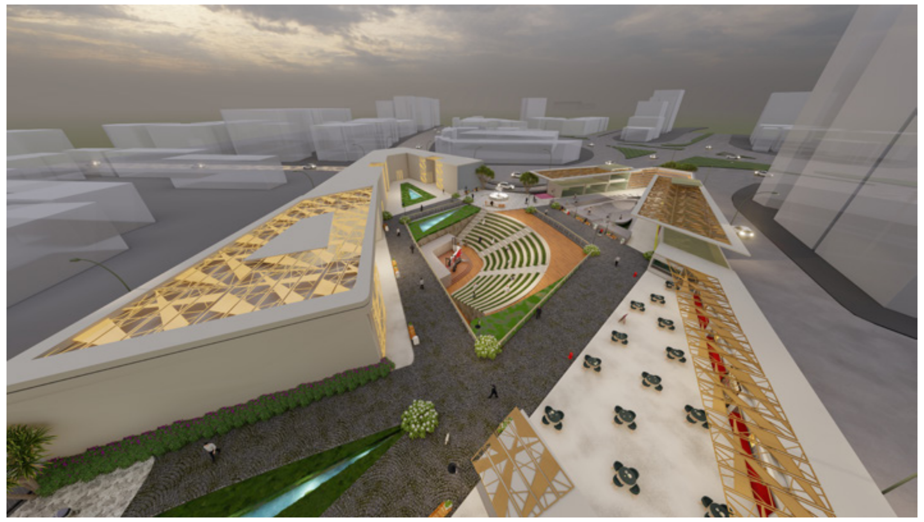
CULTURAL PLACE STORY TELLING

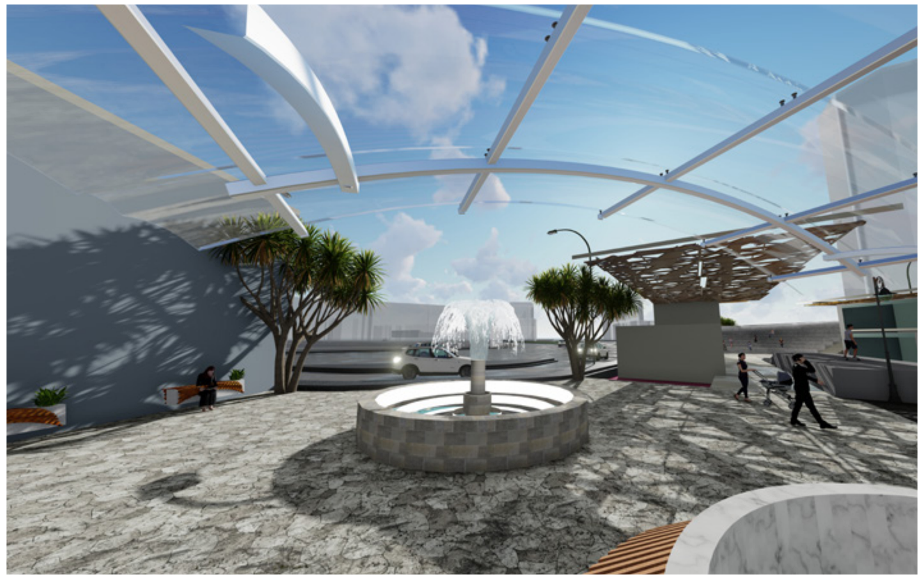


PLAYGROUNDS







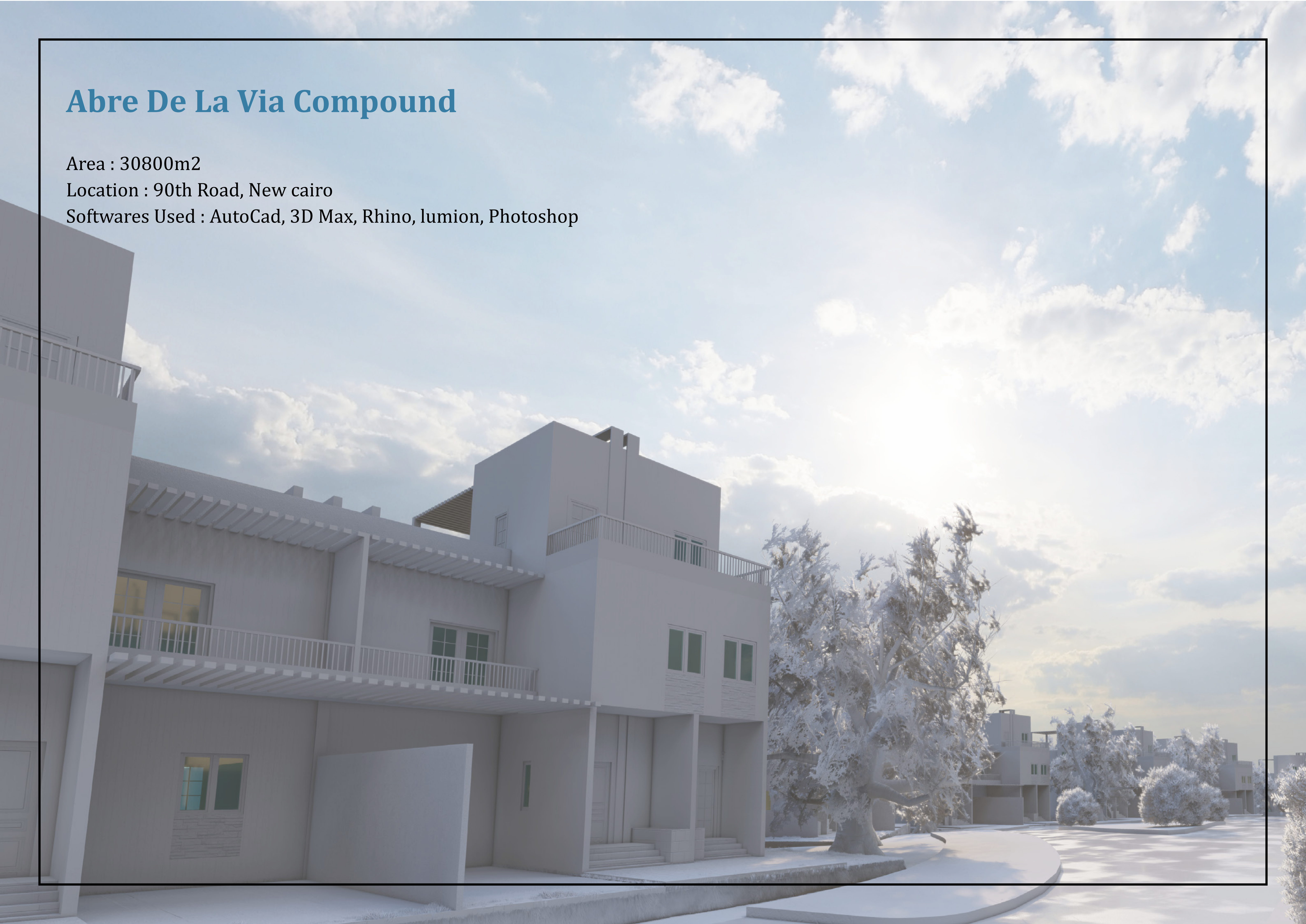


ANIMATION

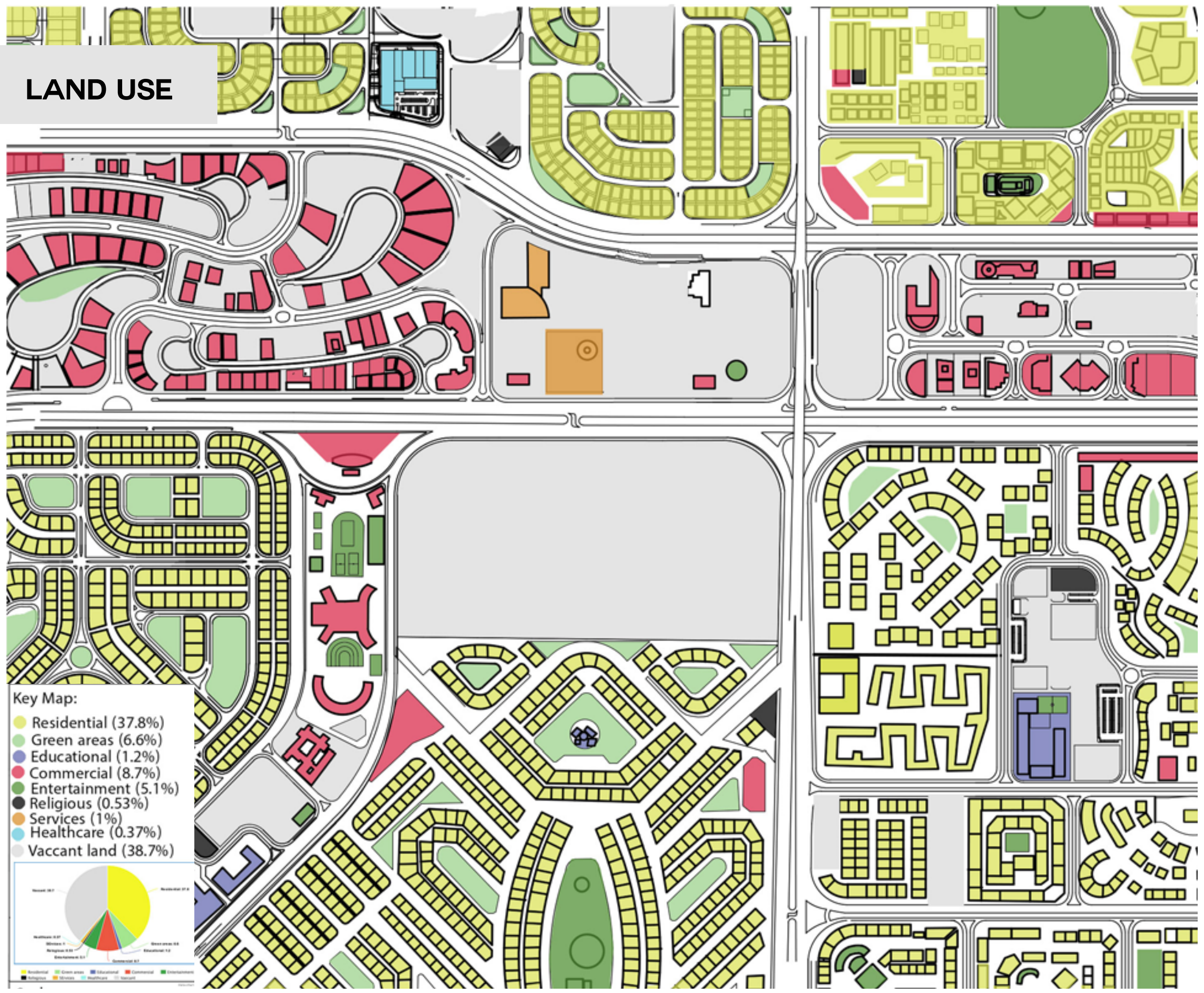
For more details about the project scan the qr code

Abre De La Via Compound

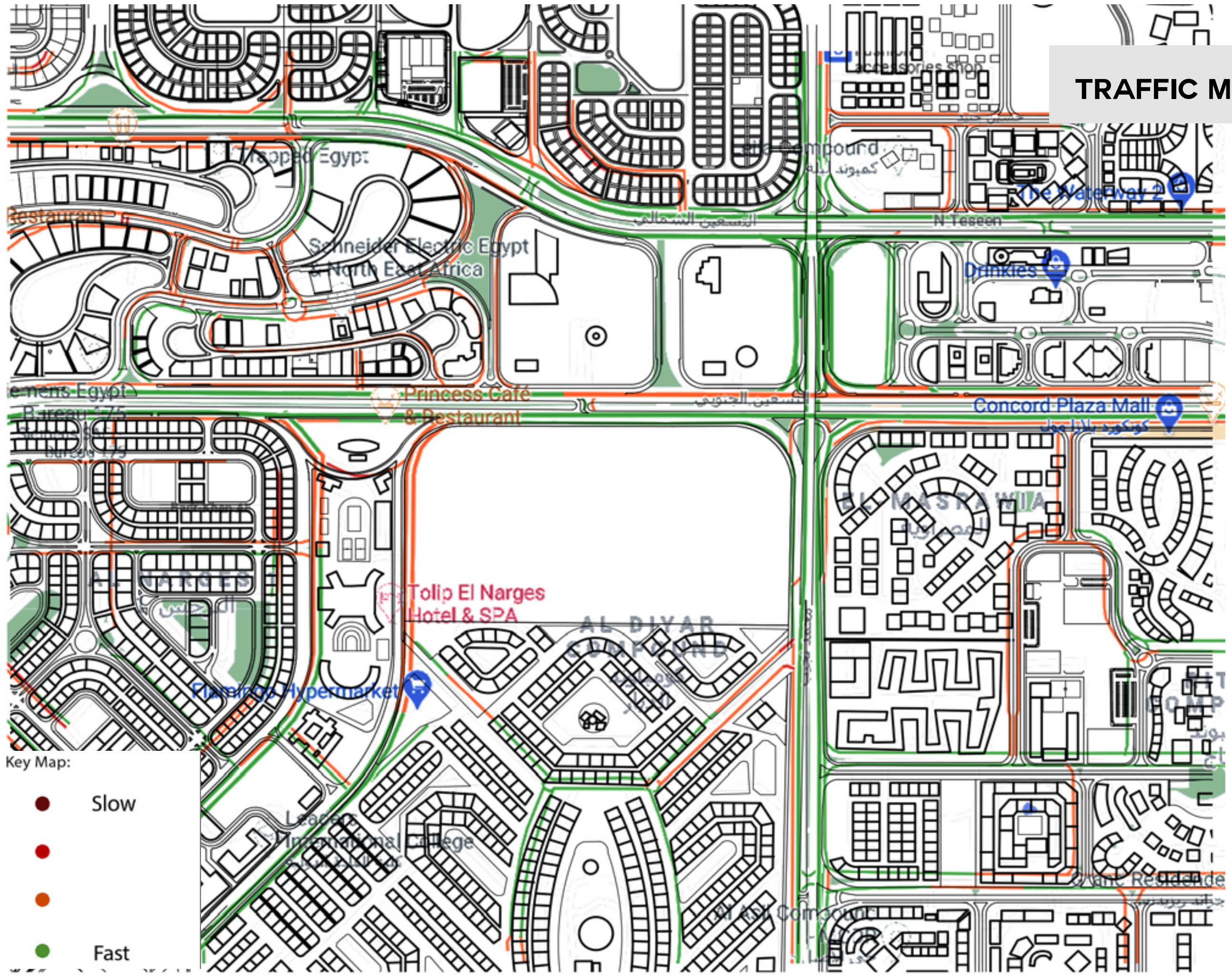
Area : 30800m2
Location : 90th Road, New cairo
Softwares Used : AutoCad, 3D Max, Rhino, lumion, Photoshop



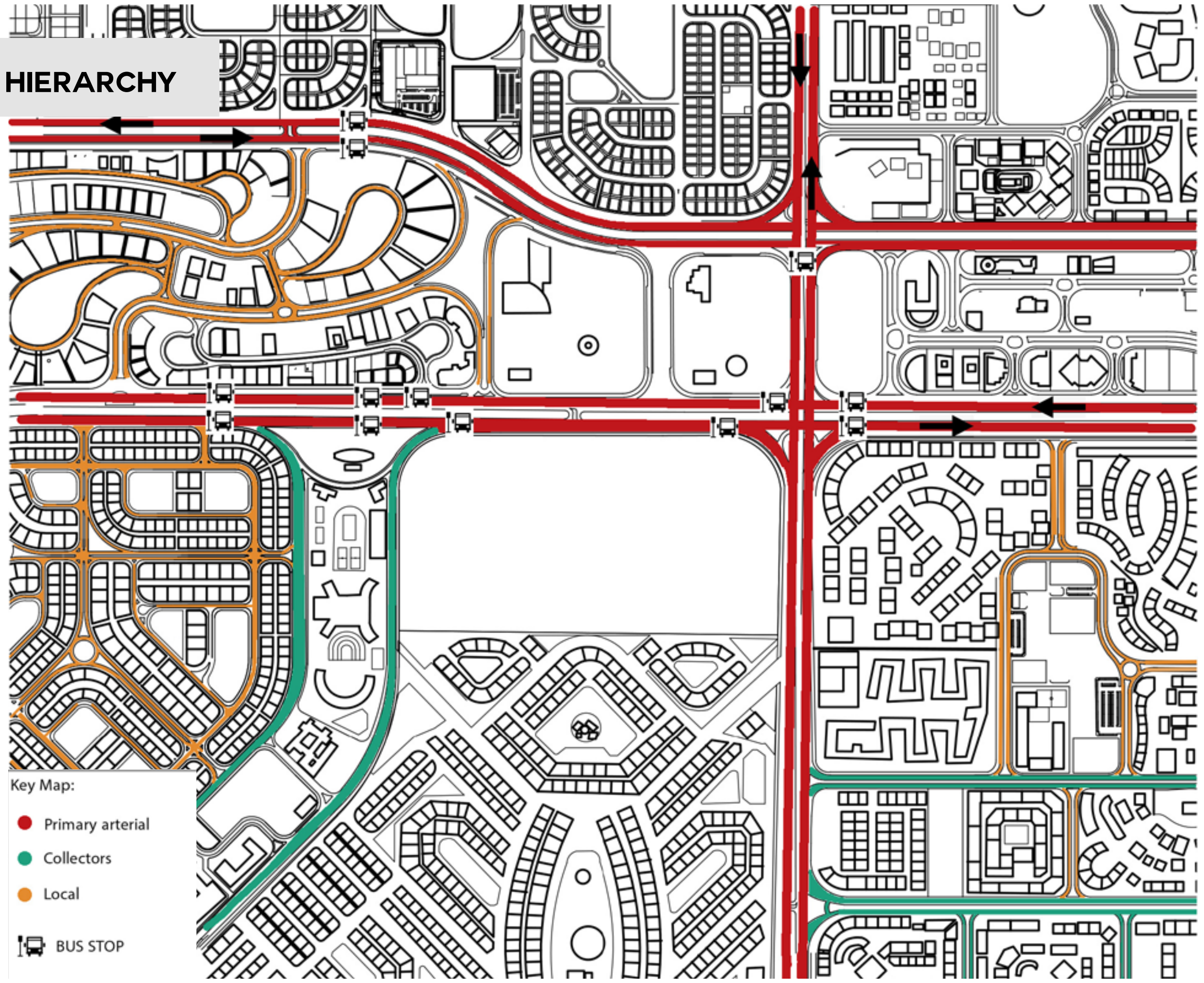
LAND USE


Key Map:
Residential (37.8%)
Green areas (6.6%)
Educational (1.2%)
Commercial (8.7%)
Entertainment (5.1%)
Religious (0.53%)
Services (1%)
Healthcare (0.37%)
Vaccant land (38.7%)

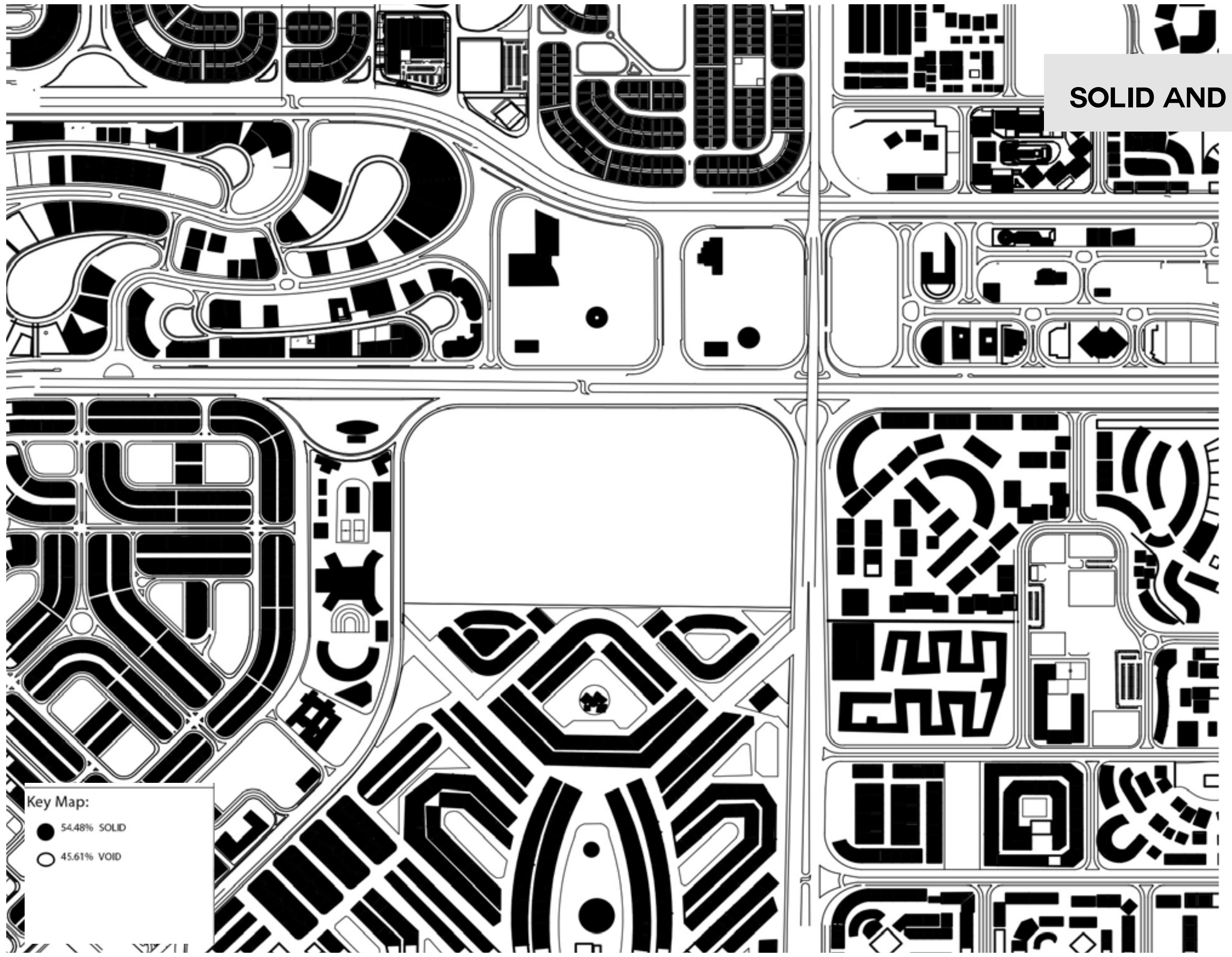
TRAFFIC MAP


Schneider Electric Egypt & North East Africa
Princess Café & Restaurant
Tolip El Narges Hotel & SPA
Flamingo Hypermarket
Concord Plaza Mall
Drinkies
The Waterway 2
N Teseen
Leaders International College
Restaurant
Key Map:
Slow
Fast

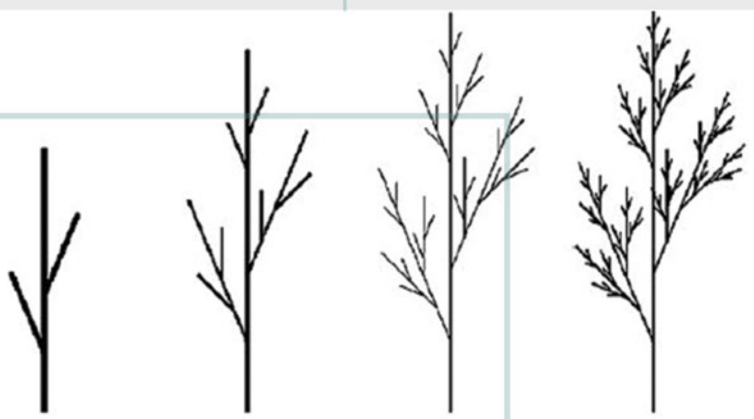
MICRO HIERARCHY


Key Map:
Primary arterial
Collectors
Local
BUS STOP

SOLID AND VOID

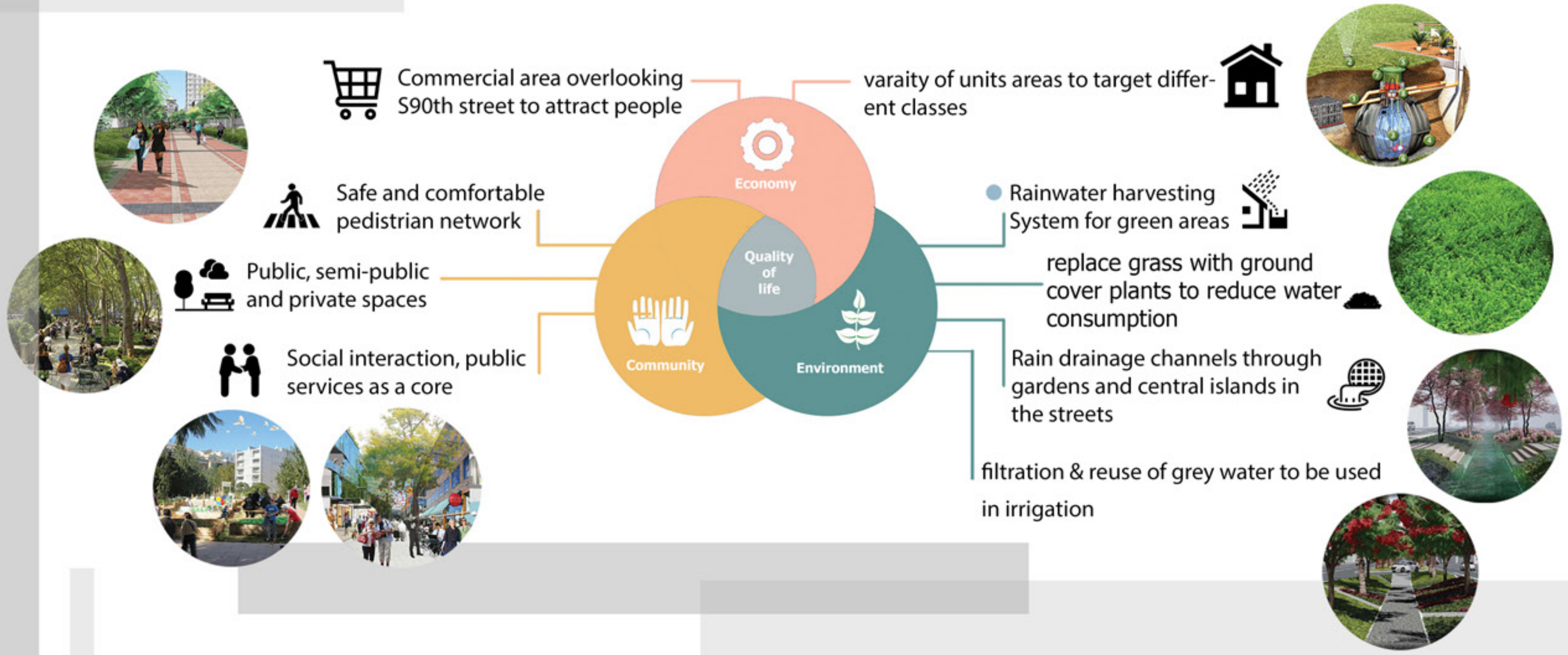

Key Map:
54.48% SOLID
45.61% VOID

CONCEPT



inspiration of the beginnings of 5th settelment compounds which was at first 3 compounds and continued to branch out till today with compounds and lives like the tree of life concept and its natural eqilibrium

QUALITY OF LIFE



Commercial area overlooking S90th street to attract people

Safe and comfortable pedestrian network

Public, semi-public and private spaces

Social interaction, public services as a core

varaity of units areas to target different classes

- Rainwater harvesting System for green areas

replace grass with ground cover plants to reduce water consumption

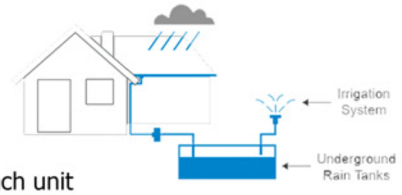
Rain drainage channels through gardens and central islands in the streets

filtration & reuse of grey water to be used in irrigation

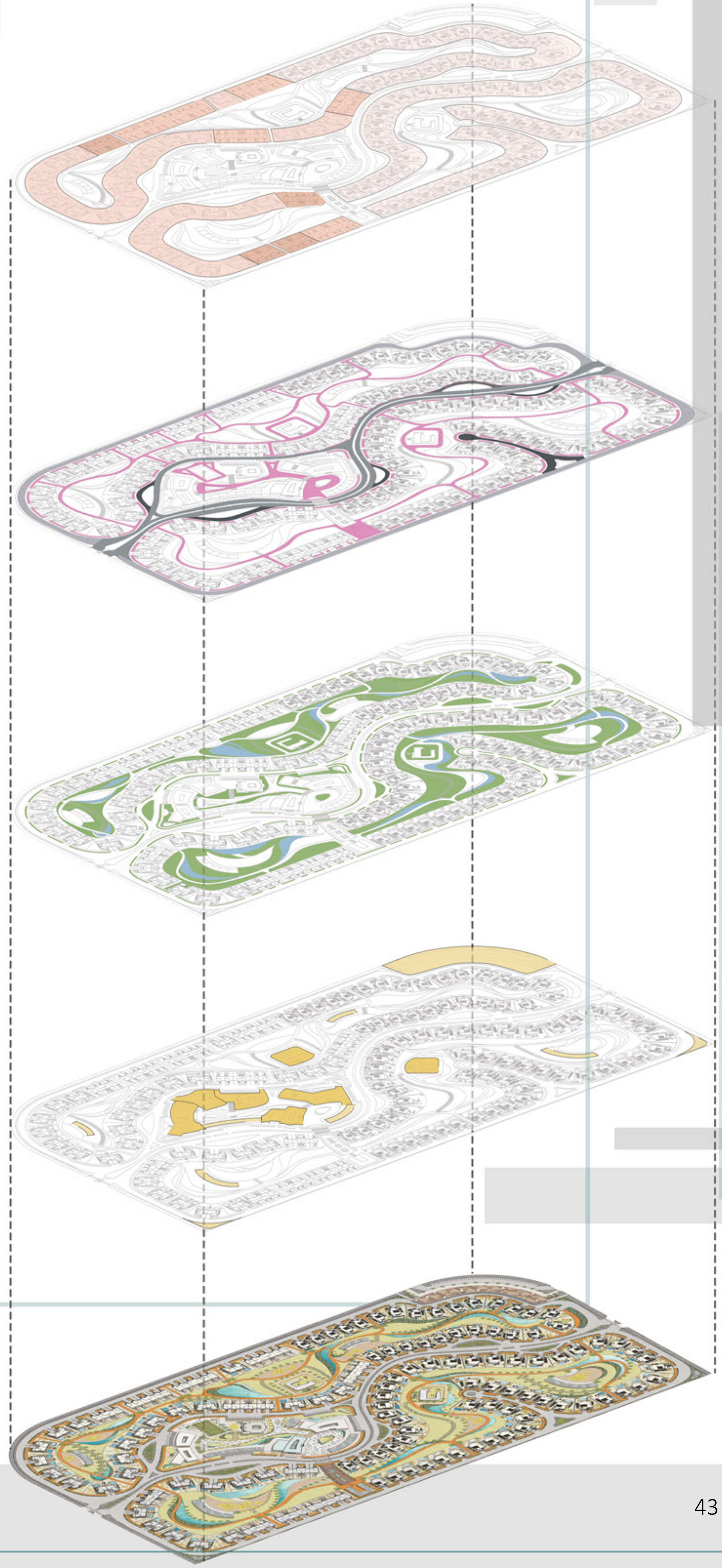
RAIN WATER HARVESTING

RAIN WATER HARVESTING

- -The average rainfall in Cairo is 25 mm/year
-The average surface area of one unit is 250 square meters
-run off coff. for tiles 0.9
-The average amount of stored water is 5625 m3/year for each unit
-15.625 m3/ day for each unit
-Avg. cost per unit 40.000 L.E = 0.2-0.4 % from total unit cost



EXPLODED DIAGRAM



Sandalone
Twin
Town house (6)
Town house (4)

■ Ringroad
■ Collector
■ Local
■ Pedestrian

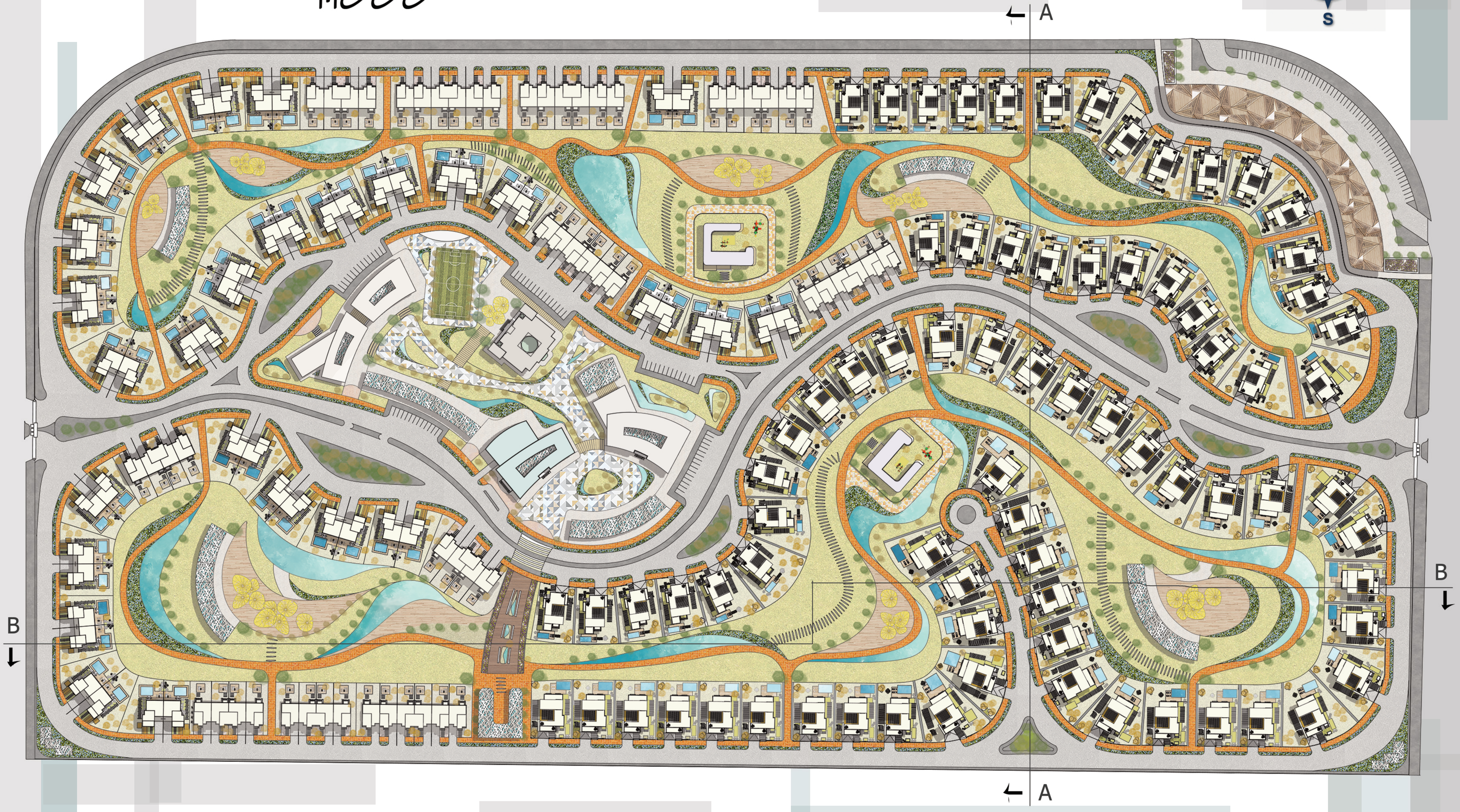
■ Green areas
■ Water feature

Commercial
Services

Final Layout

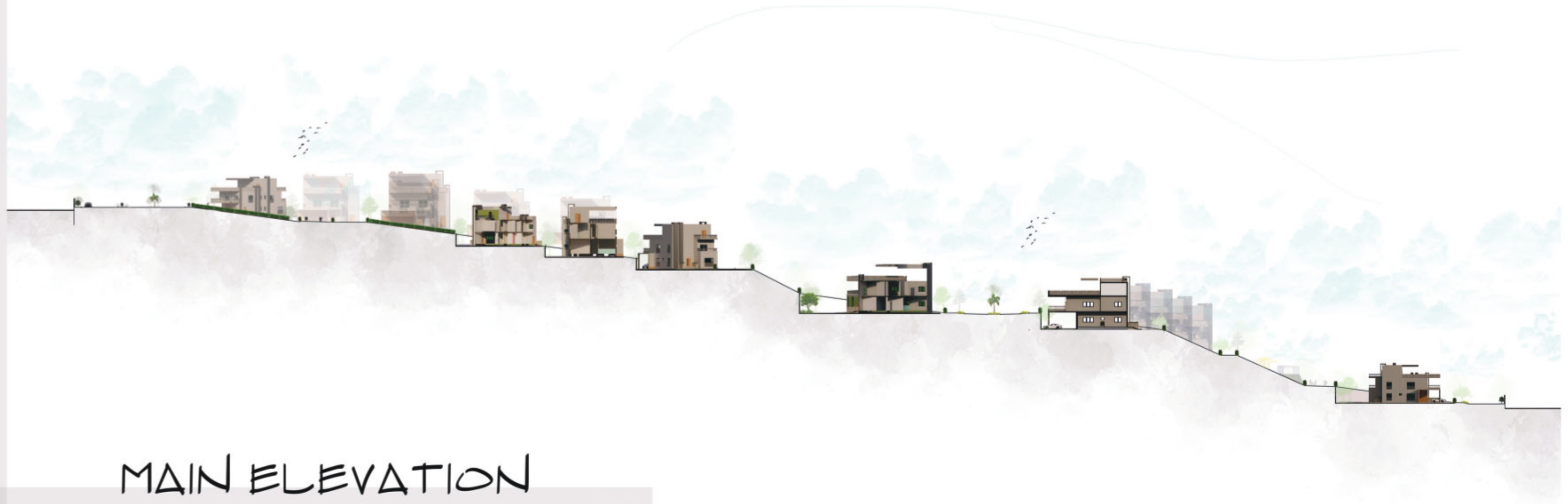
LAYOUT

1:1000



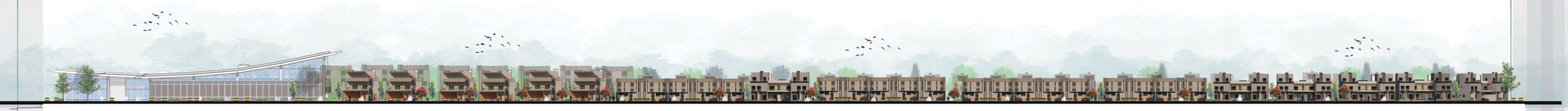
SEC A-A

1:500



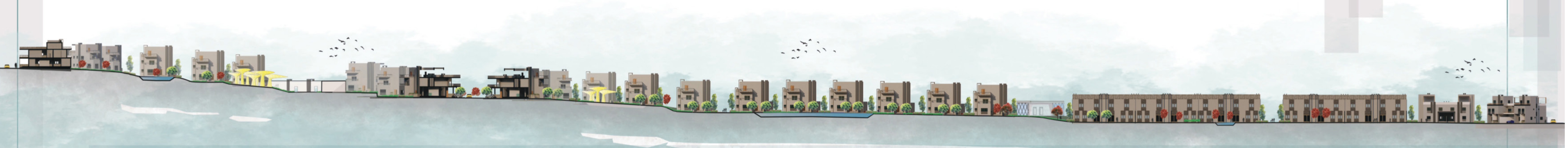
MAIN ELEVATION

1:500



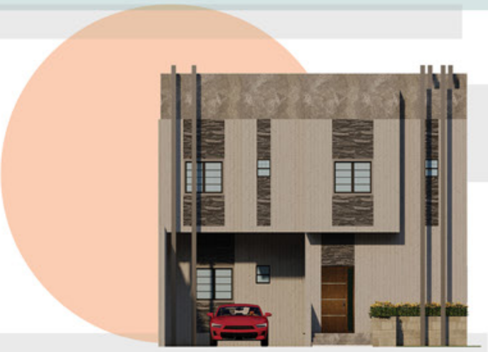
SEC B-B

1:500

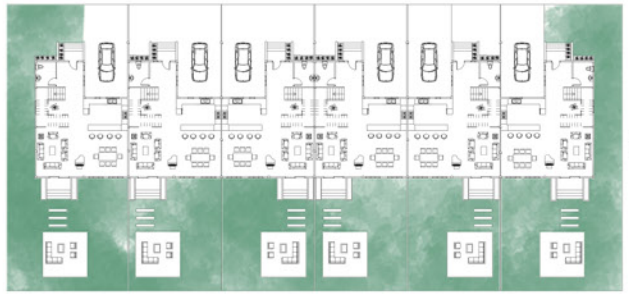


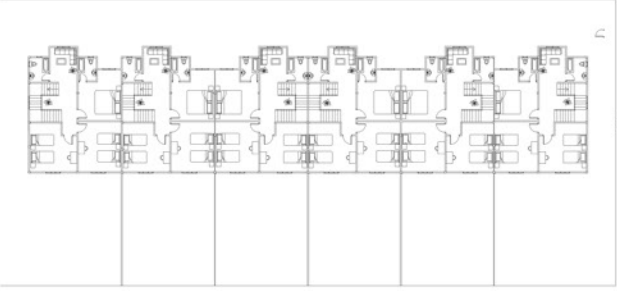
SEC B-B 1/500

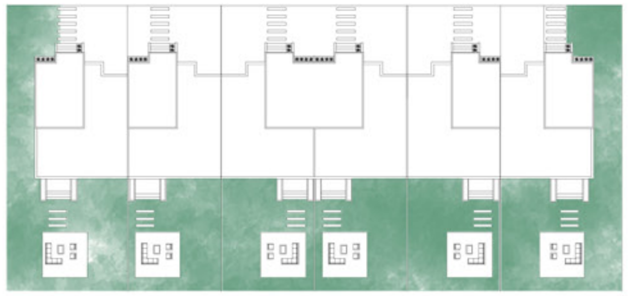
TOWN HOUSE



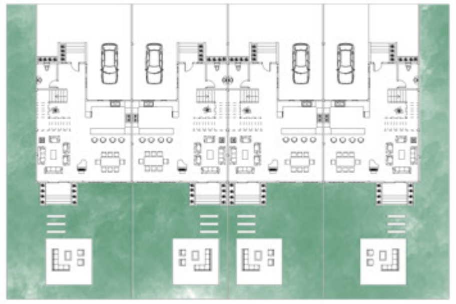
prototype (1)

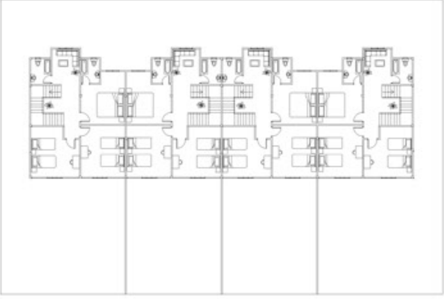

ground floor

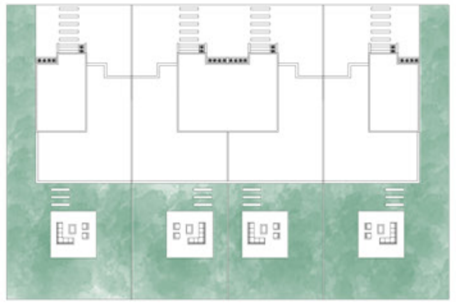

first floor


roof

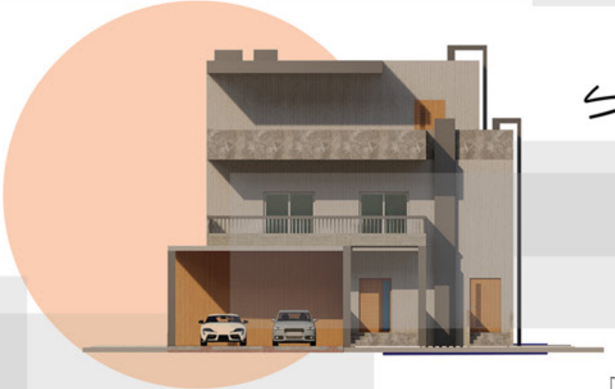
prototype (2)

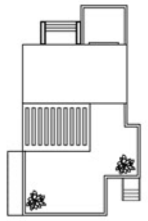

ground floor

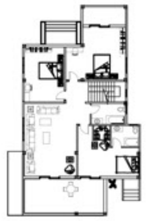

first floor

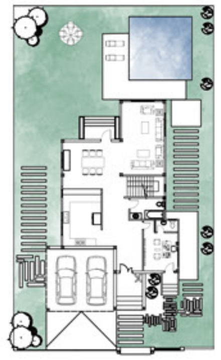

roof

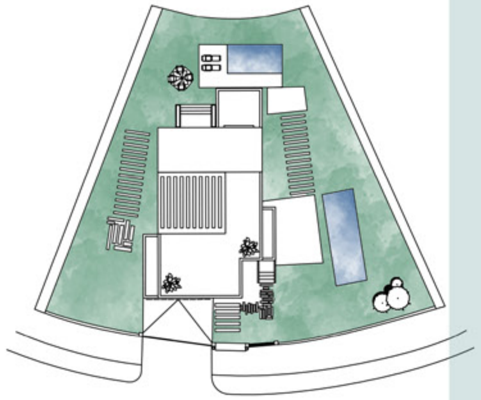
STANDALONE STANDARD



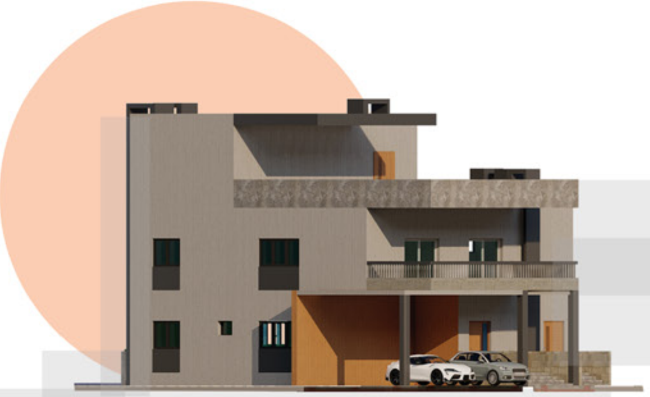

roof

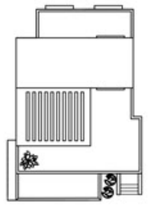

first floor

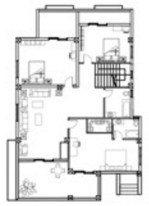

ground floor

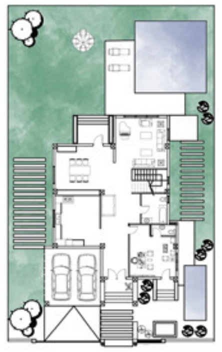

prototype (2) layout

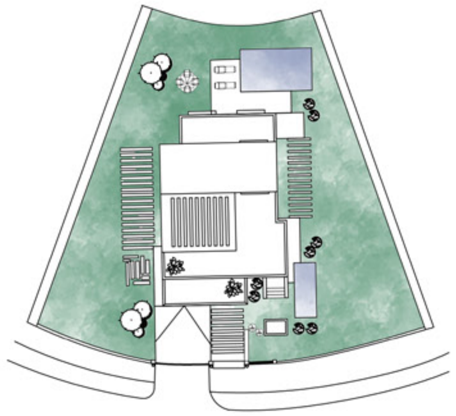
STANDALONE LARGE



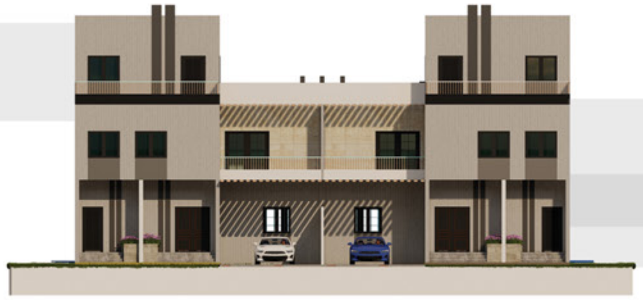

roof

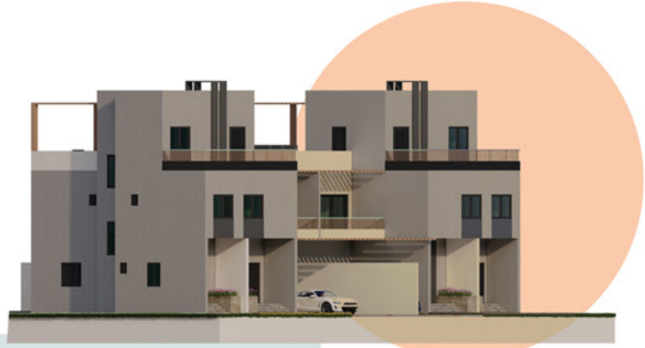

first floor

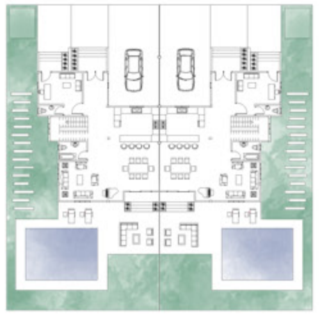

ground floor

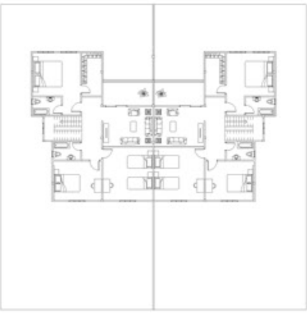

prototype (2) layout

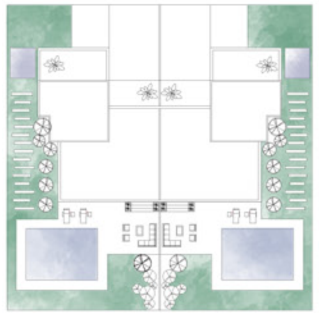
TWIN HOUSE

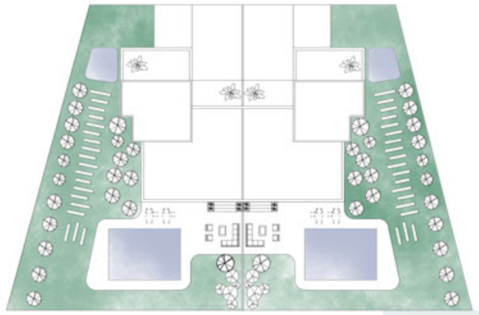




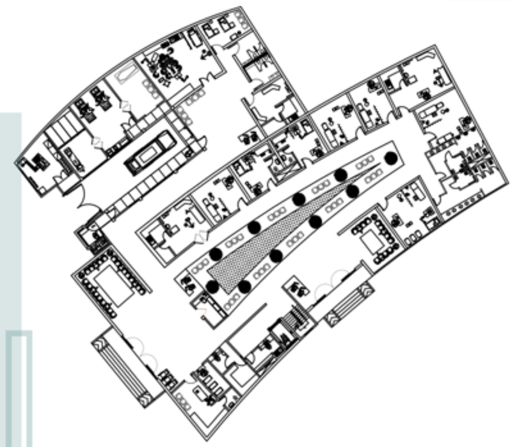

ground floor


first floor

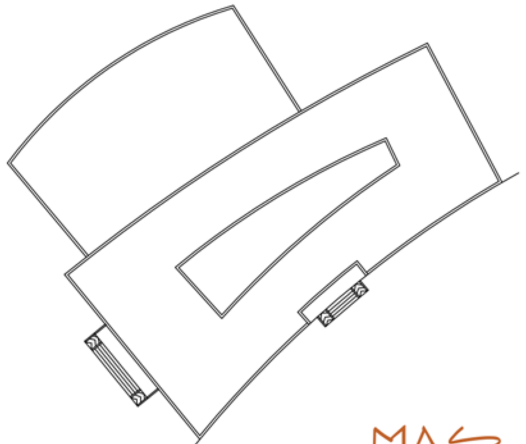

roof


prototype (2) layout

HEALTH CARE

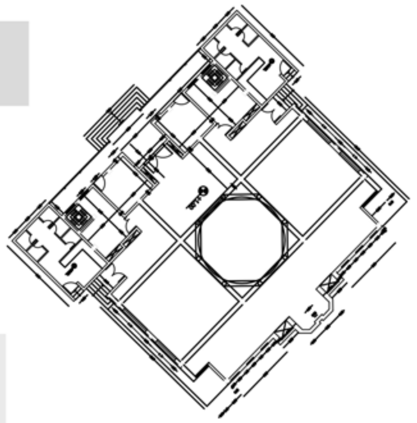


ground floor
1:400

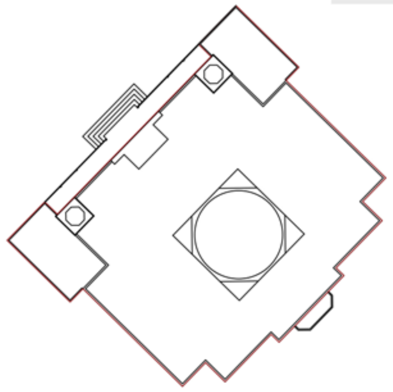


roof
1:400

MASJID

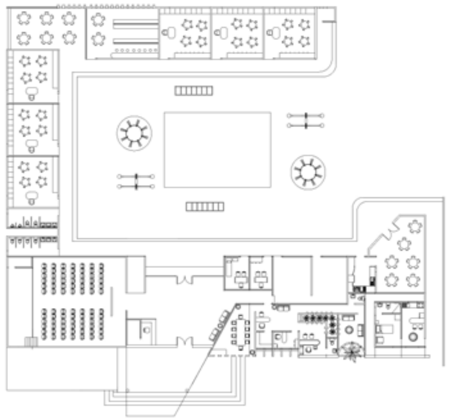


ground floor
1:400



roof
1:400

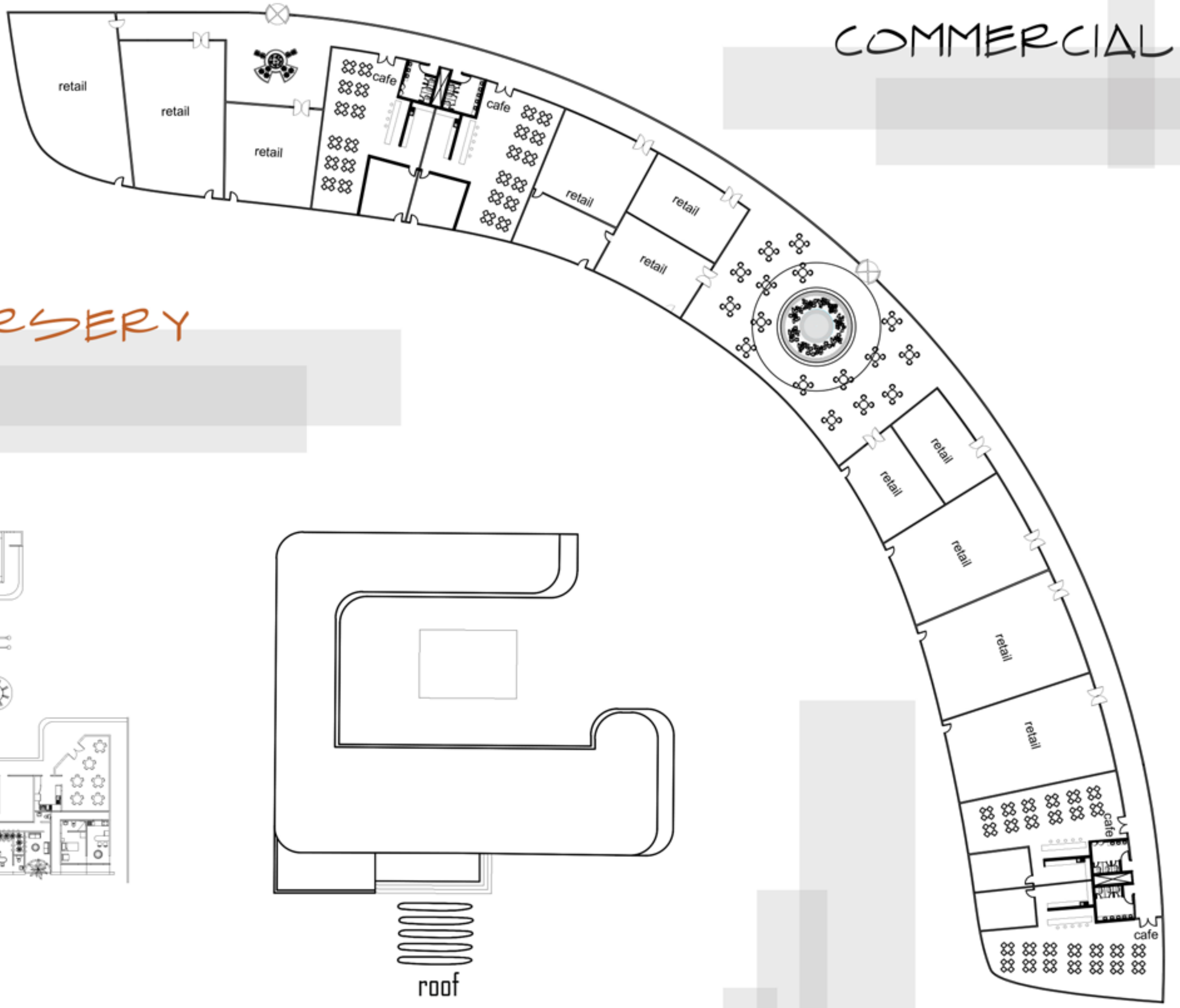
NURSERY



ground floor
1:400

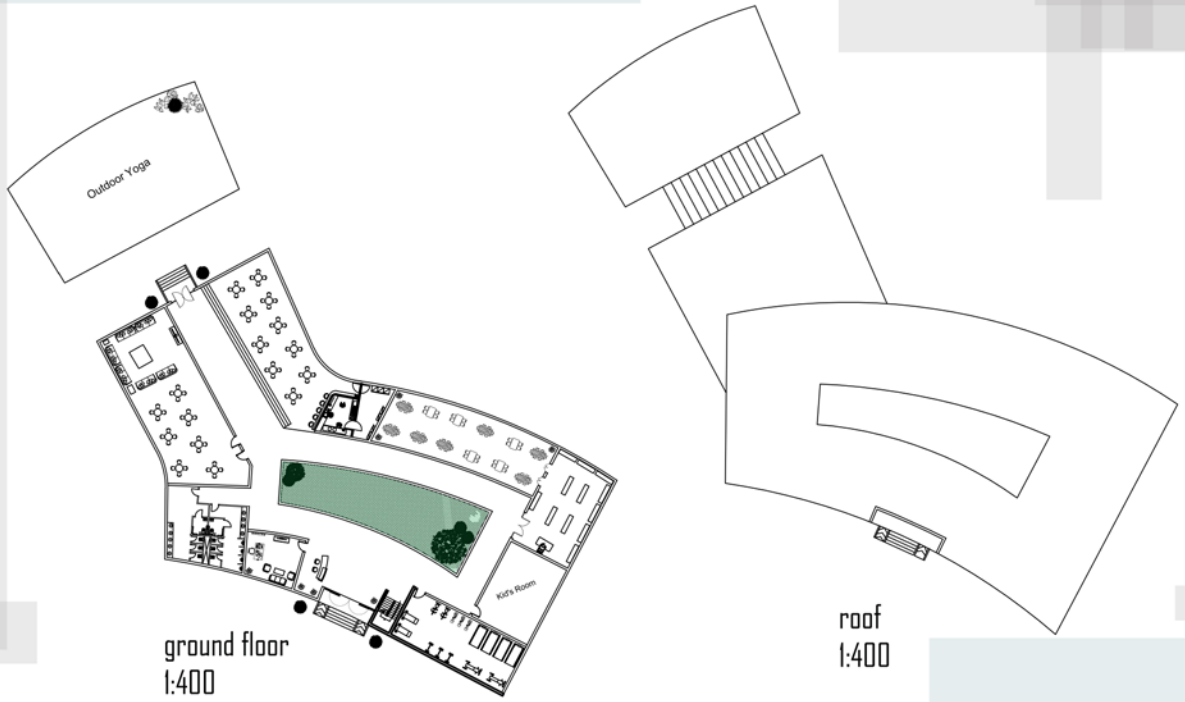
roof
1:400

COMMERCIAL


retail
retail
retail
cafe
cafe
retail
retail
retail
retail
retail
retail
retail
retail
cafe
cafe

ground floor
1:400

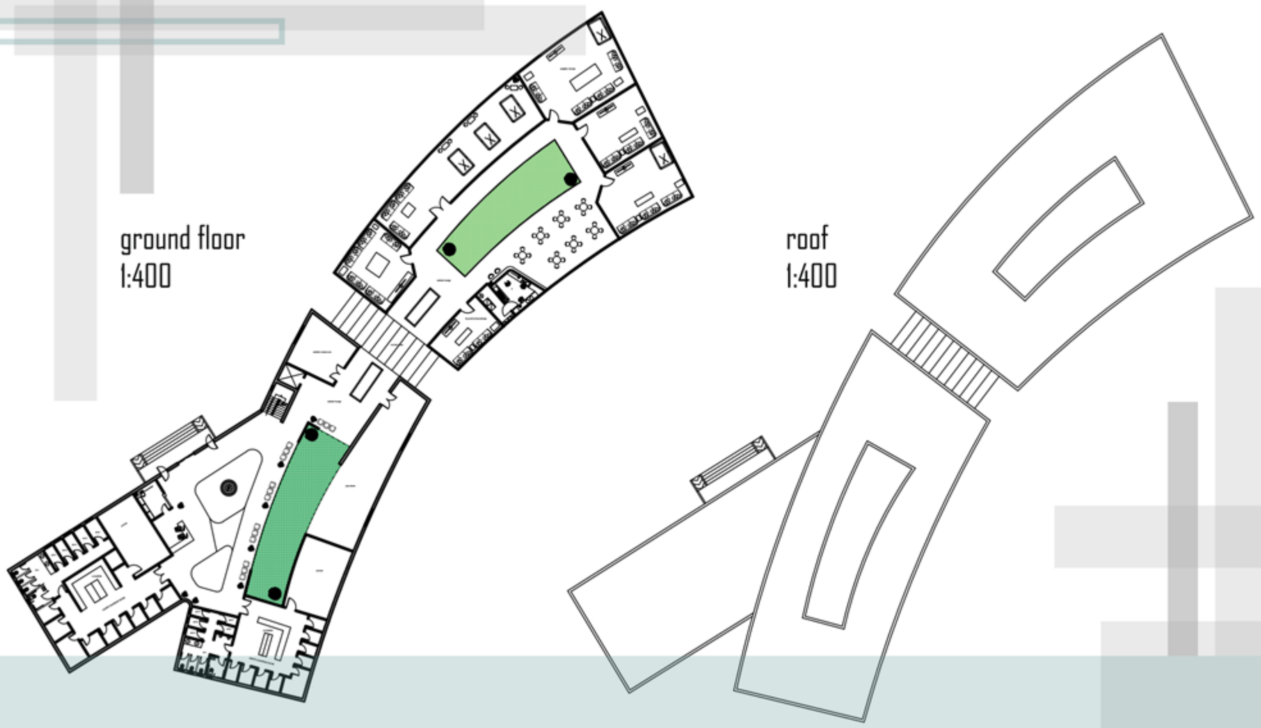
ELDERS CLUB HOUSE


Outdoor Yoga
Kid's Room

ground floor
1:400

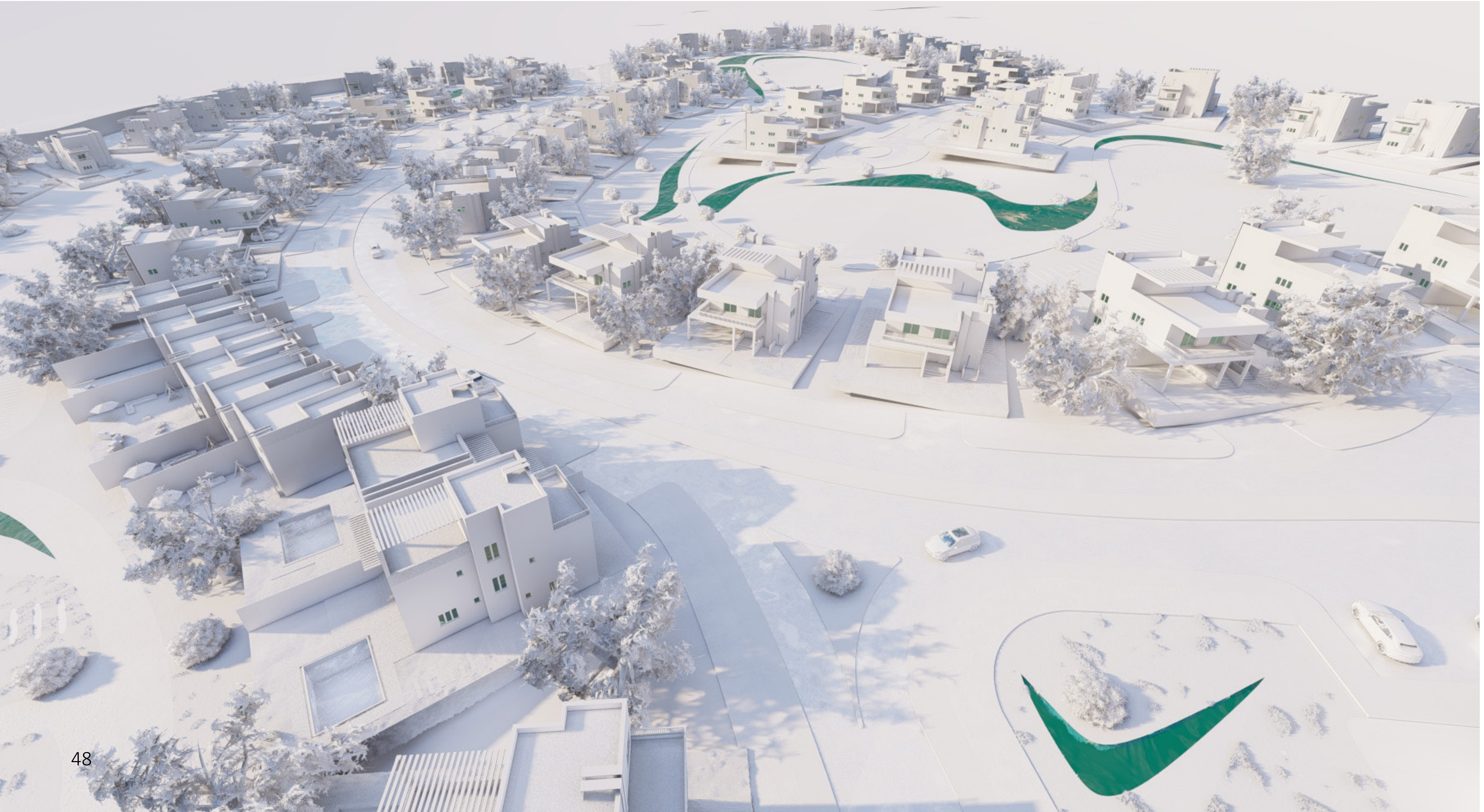
roof
1:400

YOUTH CLUB HOUSE



ground floor
1:400

roof
1:400

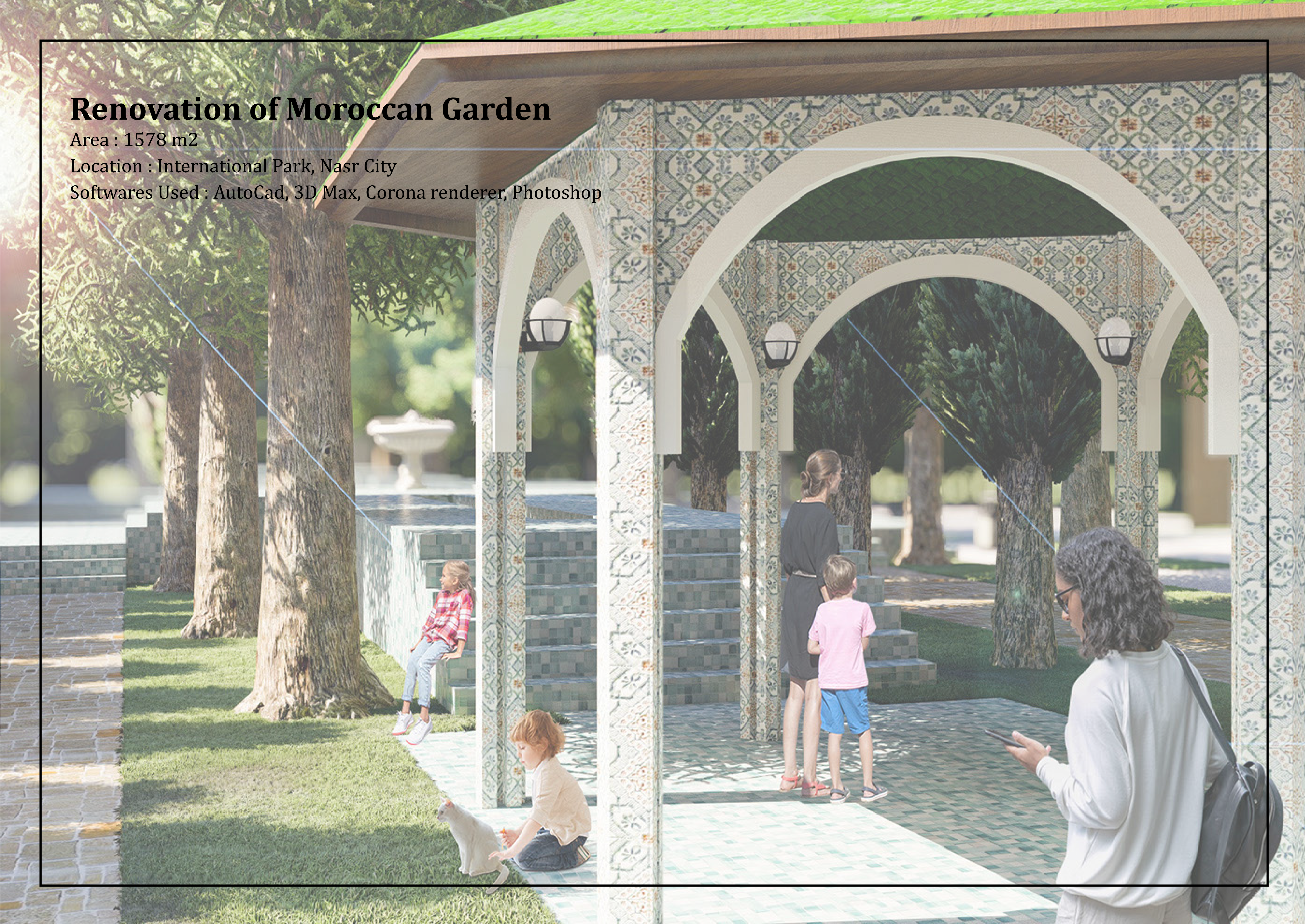


Renovation of Moroccan Garden

Area : 1578 m2

Location : International Park, Nasr City

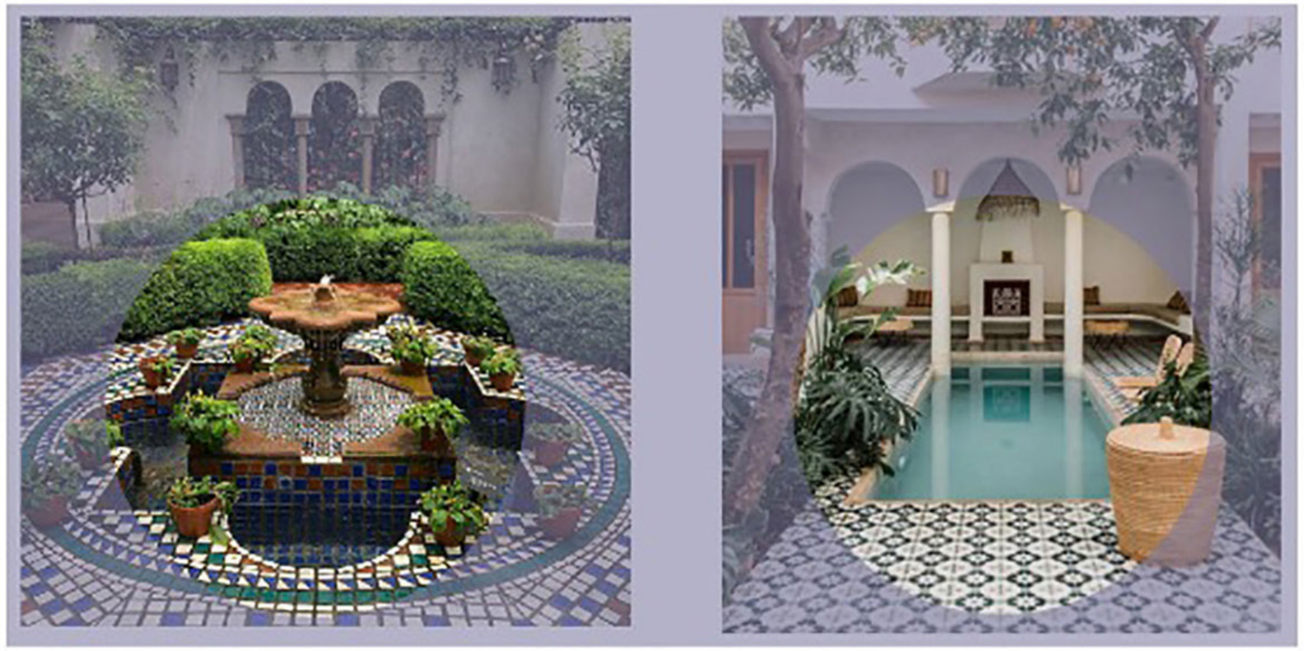
Softwares Used : AutoCad, 3D Max, Corona renderer, Photoshop



MOROCCAN GARDENS STYLE

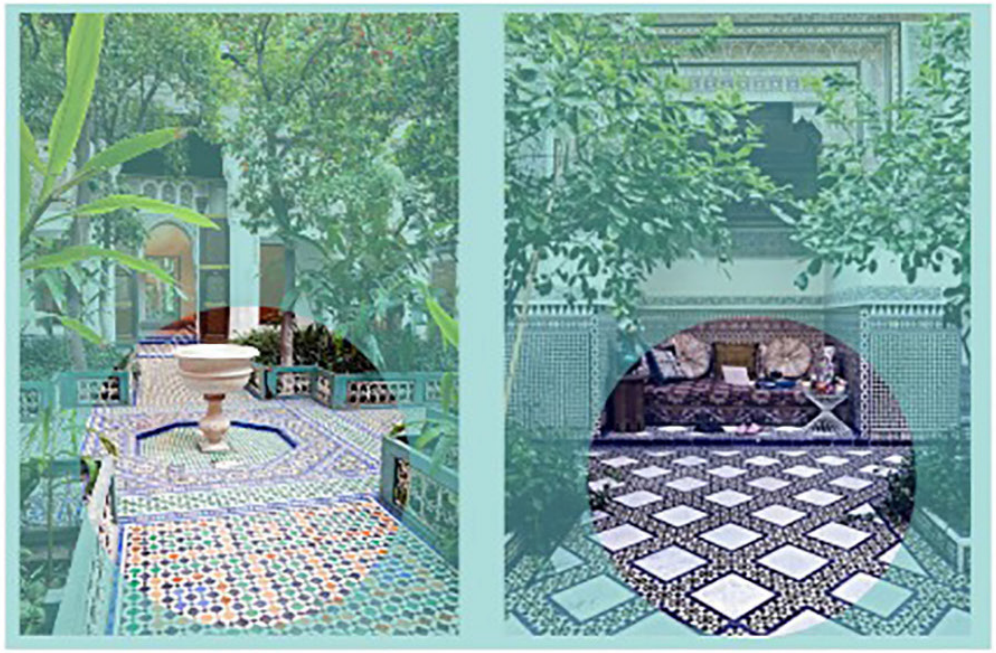
Water Feature

Fountain springing from the center of a carpet of mosaic tiles.

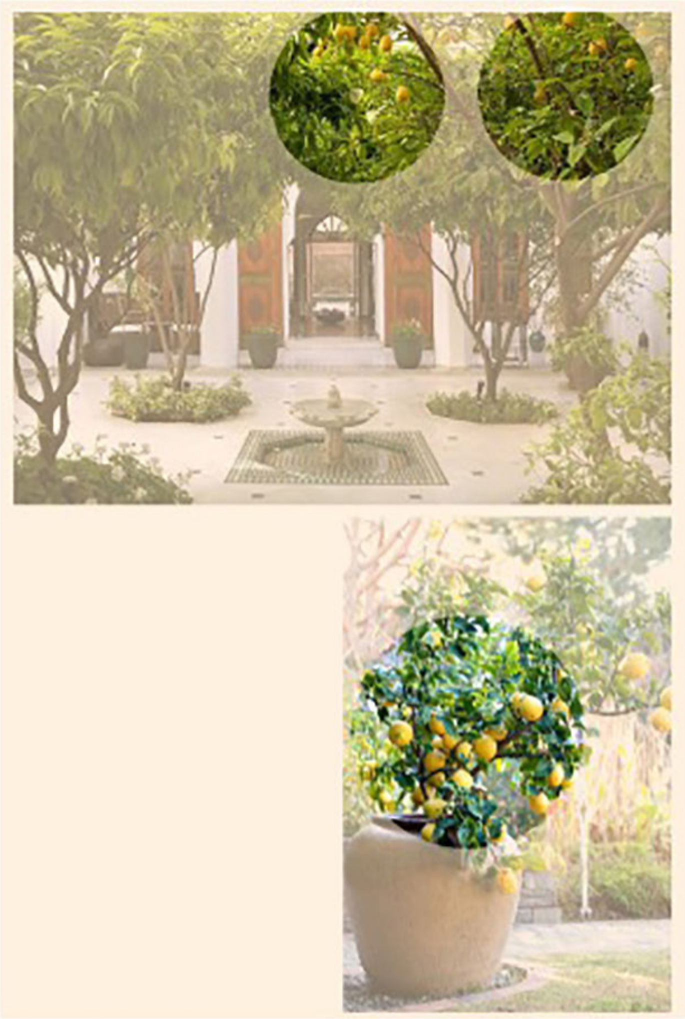


Mosaic Tiles

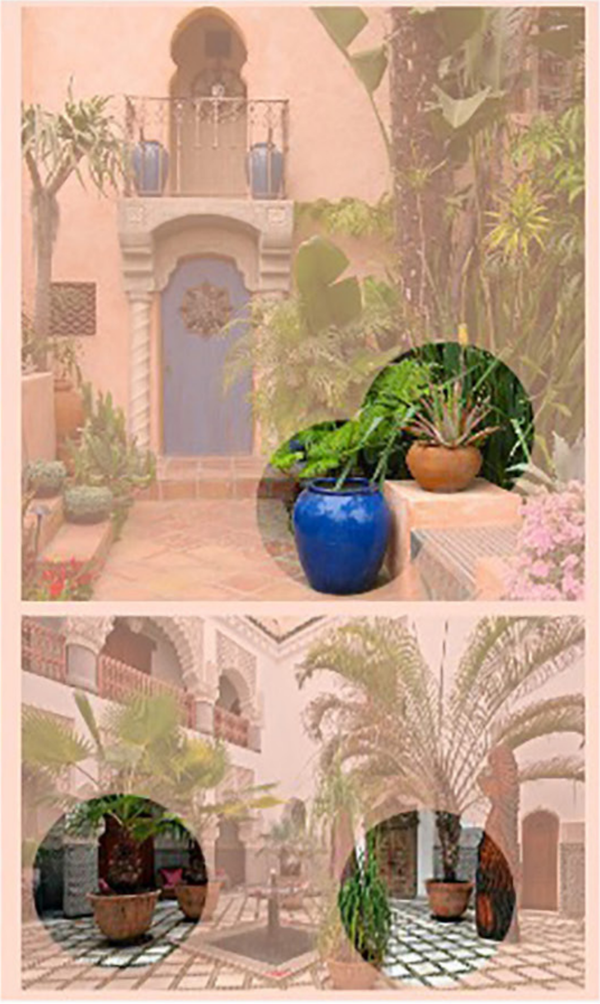
Tiles should be placed in combination to suggest mathematical, artistic or spiritual patterns.



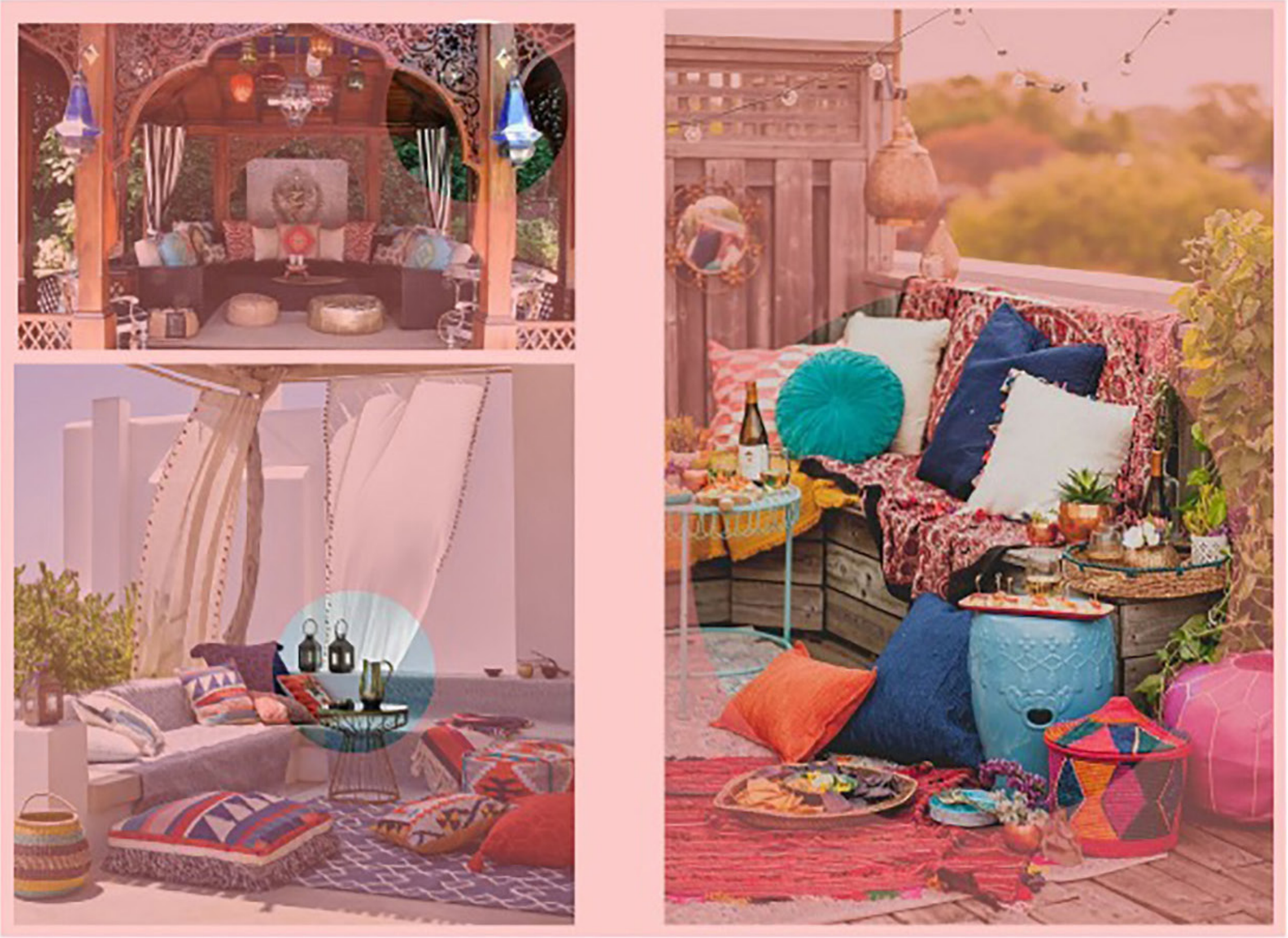
Citrus Trees



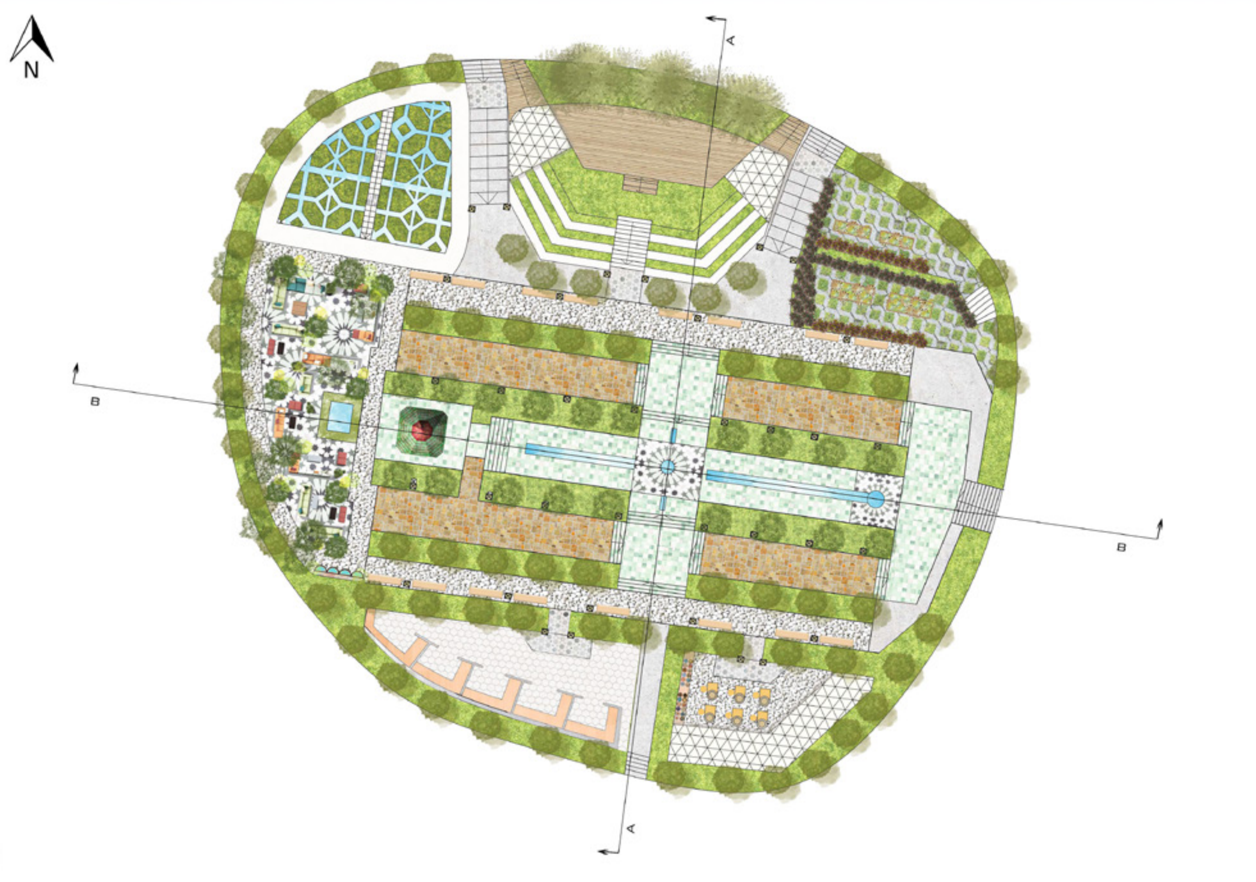
Foliage Plants set into containers

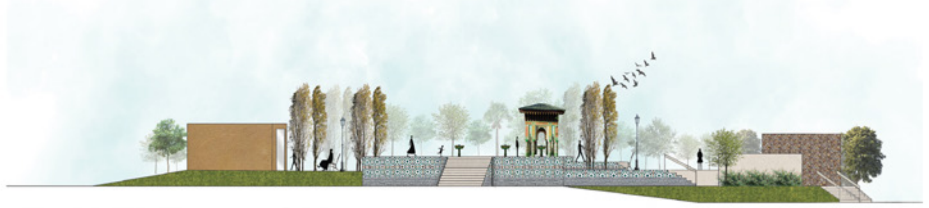


Hand-carved Furniture, striped or colorful Fabrics, Lanterns

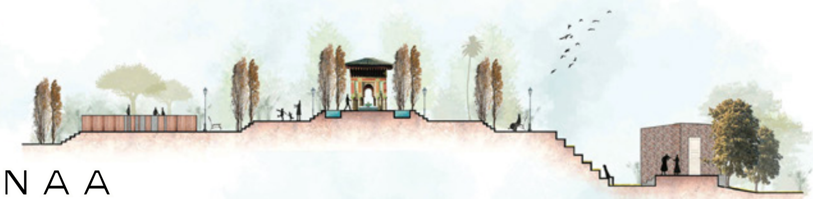


LAYOUT

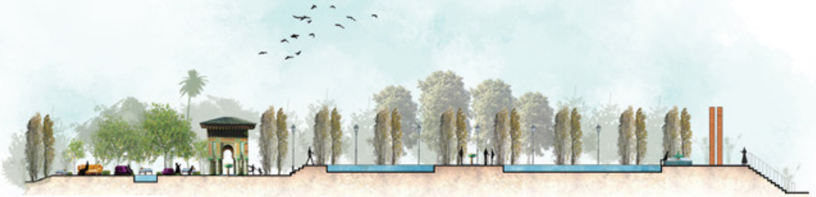




EASTERN ELEVATION



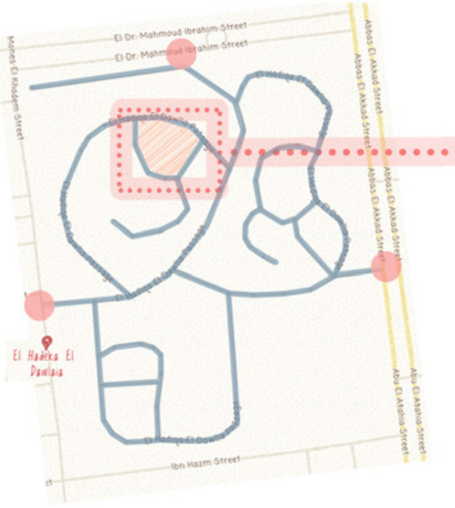
SECTION A A



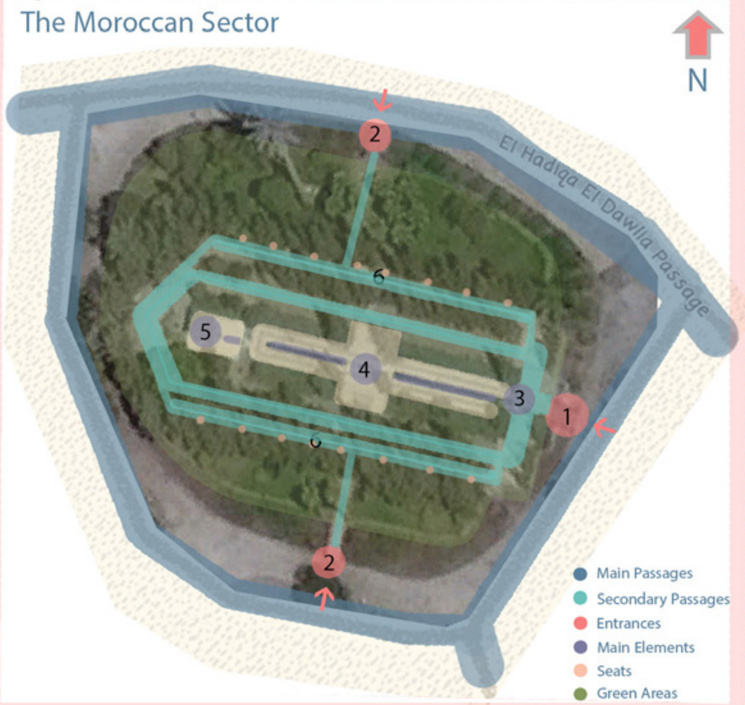
SECTION B B

TOP VIEW ANALYSIS

The International Garden

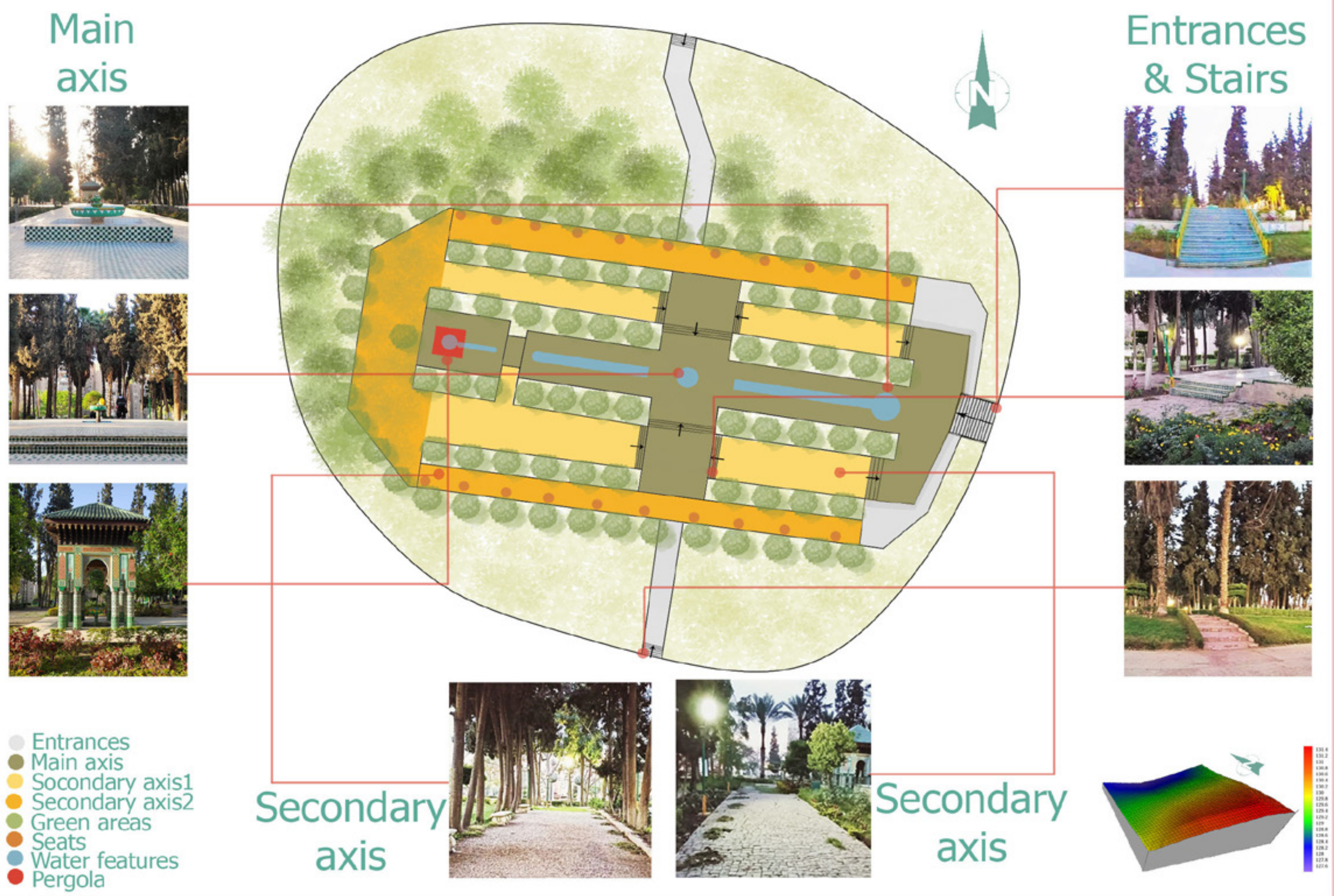

El Dr. Mahmoud Ibrahim Street
El Dr. Mahmoud Ibrahim Street
Mones El Khadem Street
Abbas El Akkad Street
Abbas El Akkad Street
Abu El Atahia Street
Abu El Atahia Street
Ibn Hazm Street
El Hadiqa El Dawlia Passage
El Hadeka El Dawlaia

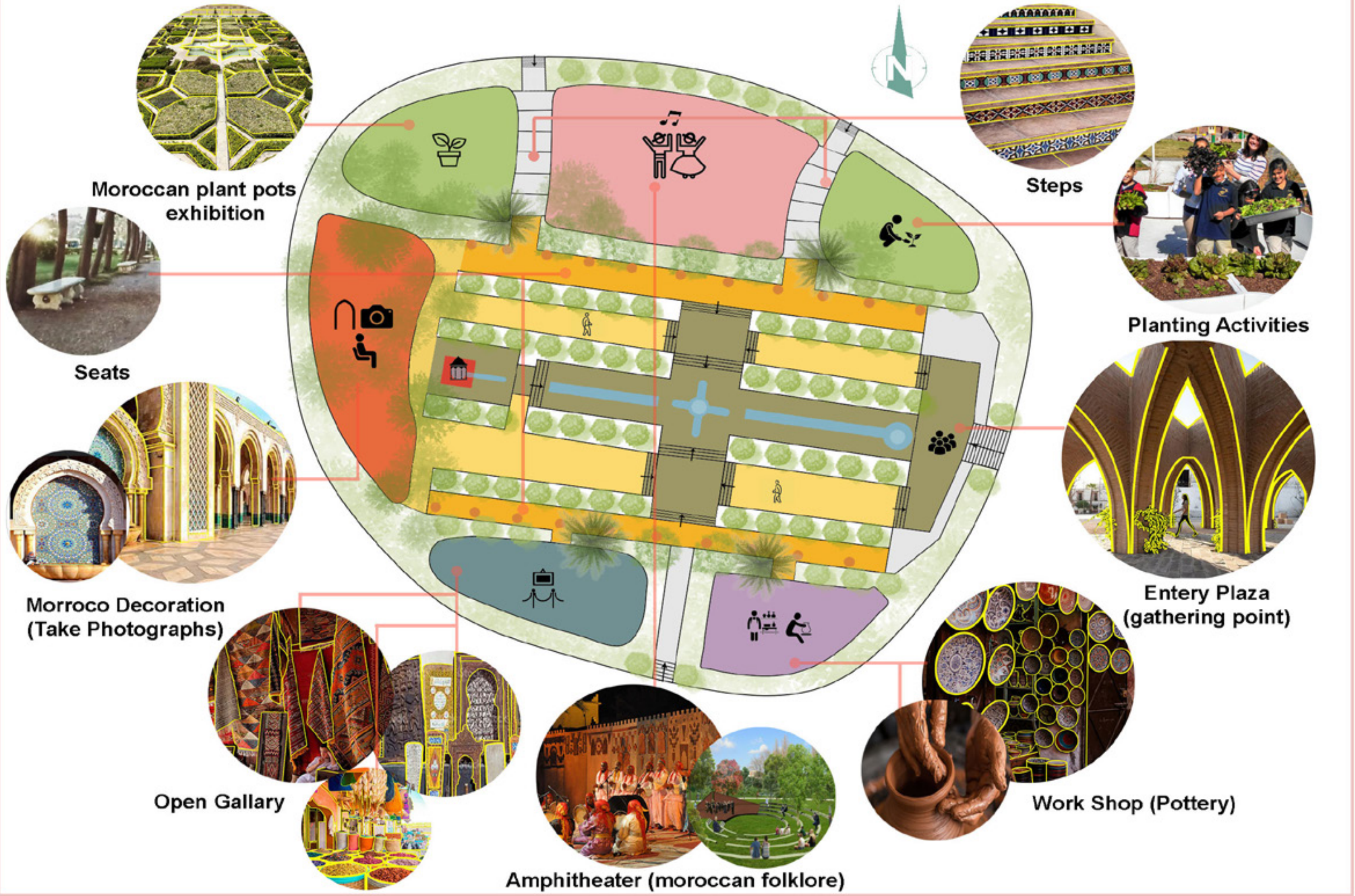
The Moroccan Sector

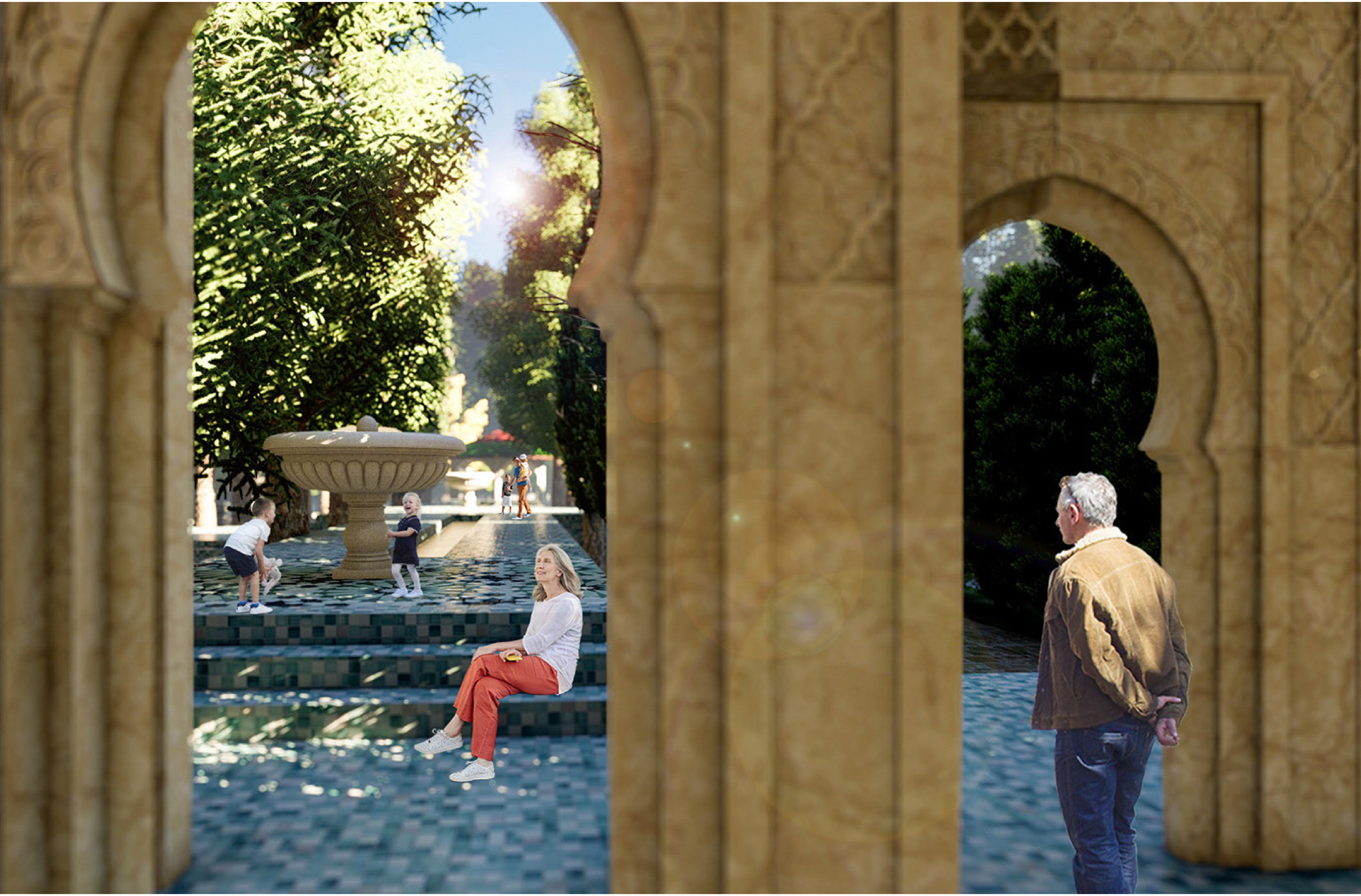

N
El Hadiqa El Dawlia Passage
1
2
2
3
4
5
6
6
Main Passages
Secondary Passages
Entrances
Main Elements
Seats
Green Areas

Conclusion

- -Adding an exit in the west.
- -Use the northern area to increase the activities.
- -Increaasing the seats along the passages.
- -Providing a faint lighting system with a moroccan theme.
- -Adding fences in some parts to provide safety in high levels.
- -Adding sector name with a guiding map and basic infos.
- -Providing maintenance for water features, the waterway and the pergola.

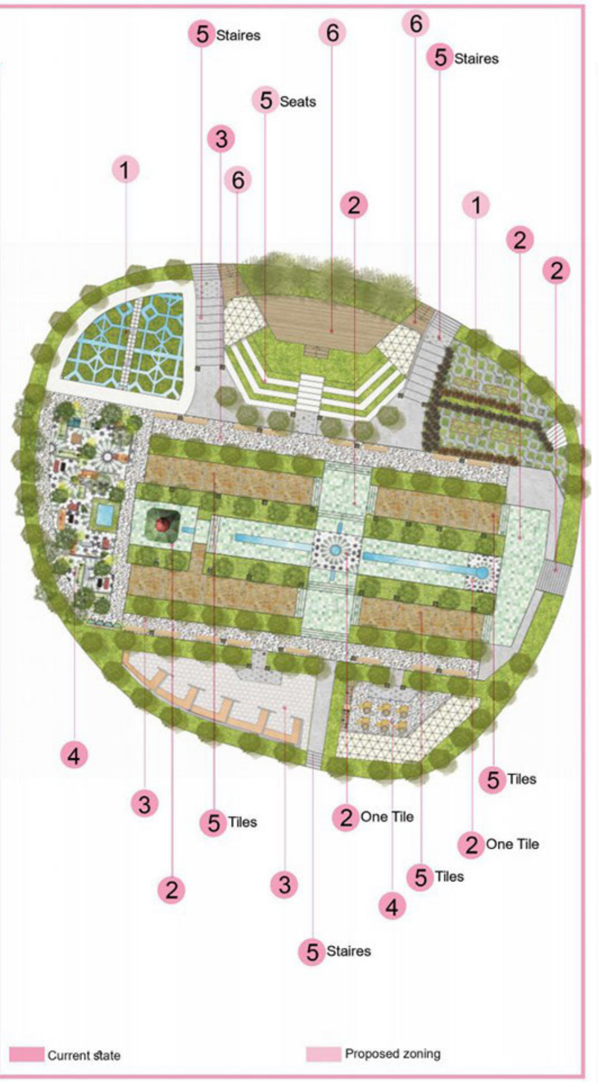

Main axis
Entrances & Stairs
Secondary axis
Secondary axis
N
Entrances
Main axis
Socondary axis1
Socondary axis2
Green areas
Seats
Water features
Pergola


N
Moroccan plant pots exhibition
Seats
Morroco Decoration (Take Photographs)
Open Gallary
Amphitheater (moroccan folklore)
Work Shop (Pottery)
Entery Plaza (gathering point)
Planting Activities
Steps



HARDSCAPE

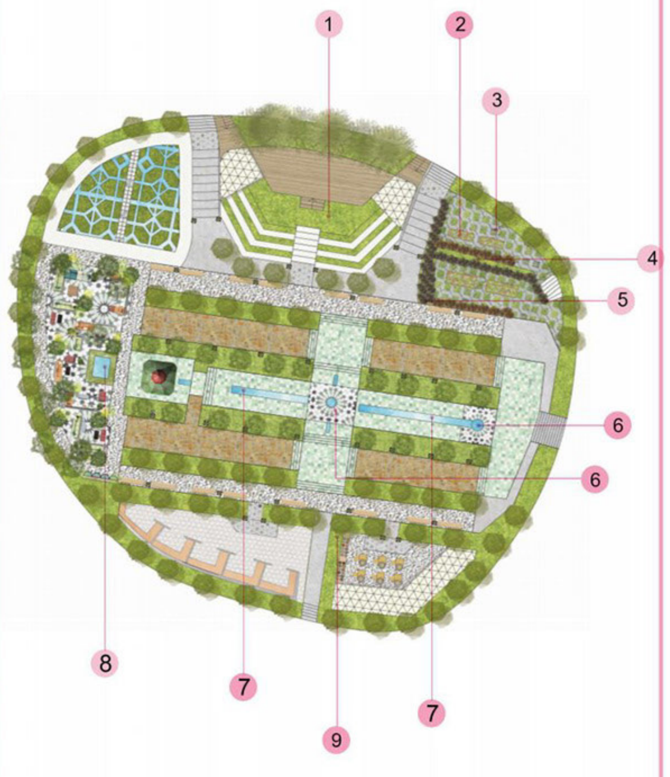
	NAME	DISCREPTION	DIMENSION	PICTURES
1	**Cobblestone**	is a natural building material based on cobble-sized stones, and is used for pavement roads, streets, and buildings.stepable ground cover with grass	**Medium** : 450*300-40 mm	
2	**Mosaic**	is a pattern or image made of small pieces of colored stone,glass or ceramic, held in place by plaster/mortar, and covering a surface.it is a maintained Ground cover It is part of Moroccan culture	**Small (field tile):** 150*150*20 mm **One Tile (with islamic star)** : 3*4 m	
3	**Gravel**	is a loose aggregation of rock fragments. Gravel is classified by particle size range and includes size classes from granule-to boulder-sized fragments.it is a maintained Ground cover	**Average** : 65*15*10 mm	
4	**Ceramic**	is any of the various hard, brittle, heat-resistant and corrosion-resistant materials made by shaping and then firing a nonmetallic mineral, such as clay, at a high temperature.it is a maintained Ground cover related to the moroccan decorations	**Medium** : 400*400*8 mm	
5	**Stone**	is a small piece of rock .A rock is any naturally occurring solid mass or aggregate of minerals or mineraloid matter. It is categorized by the minerals included, its chemical composition and the way in which it is formed. Rocks form the Earth's outer solid layer, the crust, and most of its interior . it is a maintained Ground cover	**Average (tiles)** : 400*200*30 mm **Seating steps** : hieght 500mm **Staires** : hieght 150mm	
6	**Wood**	Wood is a porous and fibrous structural tissue found in the stems and roots of trees and other woody plants. It is an organic material – a natural composite of cellulose fibers that are strong in tension and embedded in a matrix of lignin that resists compression.	**HDF Boards:** 1000*200*5 mm	
7	**Red Clay**	is a type of fine-grained natural soil material containing clay minerals.	**Medium** : 300*300*12 mm	



🟥 Current state 🟪 Proposed zoning

SOFTSCAPE

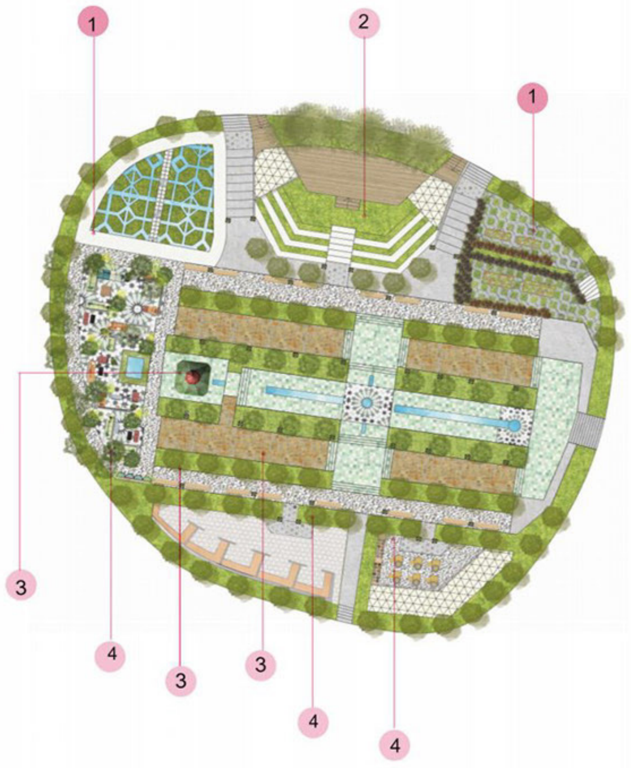
	NAME	DISCREPTION	PICTURES
1	**Herniaria glabra (stepable ground cover)**	it's known as green carpet in the landscaping business because of its ability to spread and cover. One plant can easily spread out to2feet.Plus, because it has a deep tap root, drought tolerant. The plant works in areas with heavy foot traffic. It's very low-maintenance, only requiring pruning to clean its shape.	
2	**Cistus**	The leaves are evergreen, opposite, simple,usually slightly rough-surfaced, 2–8 cm long.In a few species (notably C. ladanifer),the leaves are coated with a highly aromatic resin called labdanum.They have showy 5-petaled flowers ranging from white to purpleand dark pink,in a few species with conspicuous dark red spot at the base of each petal	
3	**Fagonia cretica**	Plant has sweet, bitter, sharp and sour taste according to different stages of growth and parts. The color of flowers is purple.Plant haslarge number of small fruits near thorns	
4	**Narcissus tazetta**	it's amongst the tallest of the narcissi, and can grow to a height of up to 80 centimetres (31 in),with thin, flat leaves up to 40 centimetres(16 in)long and 15 millimetres (0.59 in) wide. Umbels have as many as 8 flowers, white with a yellow corona.	
5	**palm trees**	its large trunk extent to the tip wherethe foliage extends widely. the foliage is composed of linear grayish-green leaflets that grow in 3 direction it's edible fruits areplaced. it's a long living plant 80-100 years	
6	**Self-Contained Fountains**	As the name implies, these types of fountains are completely self-contained. They have everything that they need in order to operate properly and do not need to be placed in a pond or pool.Fountains such as this have their own pump in the internal plumbing structure that is needed so that it can function properly.	
7	**Reflecting pool**	It usually consists of a shallow pool of water, undisturbed by fountain jets, for a reflective surface.	
8	**garden pond**	is a water feature constructed in a garden or designed landscape, normally for aesthetic purposes, to provide wildlife habitat, or for swimming.	
9	**Citrus sinensis**	Evergreen tree,6-15 m tall, it's known for itssweet fruits. The fruit is ripe when the skin onthe fruit is orange. It has oblong to elliptic, glossy leathery dark green foliage and bears clusters of white flowers that bloom in spring. Plant orange trees in a full sun position, they can also tolerate partial shade. they do not continue ripening after picking.	



🟥 Current state 🟪 Proposed zoning

LIGHTING

	NAME	DISCREPTION	DIMENSION	PICTURES
1	**LIGHT POST**	HELP ACCENT THE PATHWAY AND SET AN AMBIENT TONE WITHOUT THE OVERPOWERING BRIGHTNESS OF FLOODLIGHTS	HEIGHT=2.7M DIAMETER=35CM	
2	**SPOTLIGHTING**	USED IN OPEN THEATERS TO FOCUSE THE LIGHT ON STAGE	DIAMETER=10CM	
3	**GROUND LIGHT ELEMENTS**	HELP ACCENT THE PATHWAY AND SET AN AMBIENT TONE WITHOUT THE OVERPOWERING BRIGHTNESS OF FLOODLIGHTS	HEIGHT=30 CM 10CM*10CM	
4	**SUSPENDED LIGHT ELEMENT**	THE LIGHT SOURCE IS PLACED HIGH UP IN THE TREE AIMED DOWN, WASHING THE BRANCHES AND GROUND BELOW IN LIGHT. IT CREATES AN IMPRESSIVE EFFECT WHEN USED WITH AN OPEN-BRANCHED TREE	DIAMETER=30 CM	

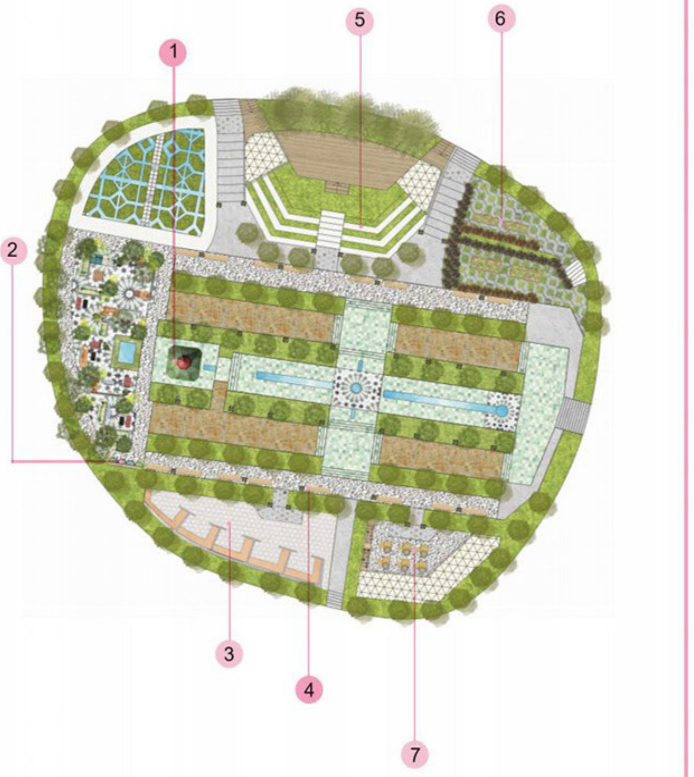


🟥 Current state 🟪 Proposed zoning

FURNITURE

	NAME	DISCREPTION	DIMENSION	PICTURES
1	**MOROCCAN LANDMARK**	IT IS A LANDMARK FOR MOROCCAN AREA COVERED WITH MOROCCAN STYLE MOSAIC	HEIGHT=2.5 M LENGTH & WIDTH =1M	
2	**MOROCCAN FAUCET**	IT IS A MOROCCAN DECORATION FEATURE	HEIGHT=2.5 M AREA=2M2	
3	**MOROCCAN CRAFTS**	MOROCCAN CULTURE KNOWN WITH HAND CRAFTS LIKE TEXTILE YARN & ISLAMIC EMBROIDERY	DIFFERENT DIMENTIONS	
4	**SEATINGS**	SEATS MADE FROM STONE TO INTEGRATE WITH NATURE	HEIGHT=40CM LENGHT=1M WIDTH=50CM	
5	**SEATINGS**	SEATS MADE FROM STONE TO INTEGRATE WITH NATURE	EACH POTTERY WHEEL50*70 CM WITH 170 CM HEIGHT	
6	**PLATING ZONE**	MOROCCAN CULTURE KNOWN WITH IT'S AGRICULTURE AND EXTRACTING THEIR FAMOUS SPICES	EACH PLOT CONTAIN 10L WITH 28 CM WIDTH	
7	**POTTERY ART ZONE**	MOROCCANS ARE KNOWN WITH MAKING POTTERY LIKE TEXTILE YARN & ISLAMIC EMBROIDERY	EACH POTTERY WHEEL 50*70 CM WITH 170 CM HEIGHT	

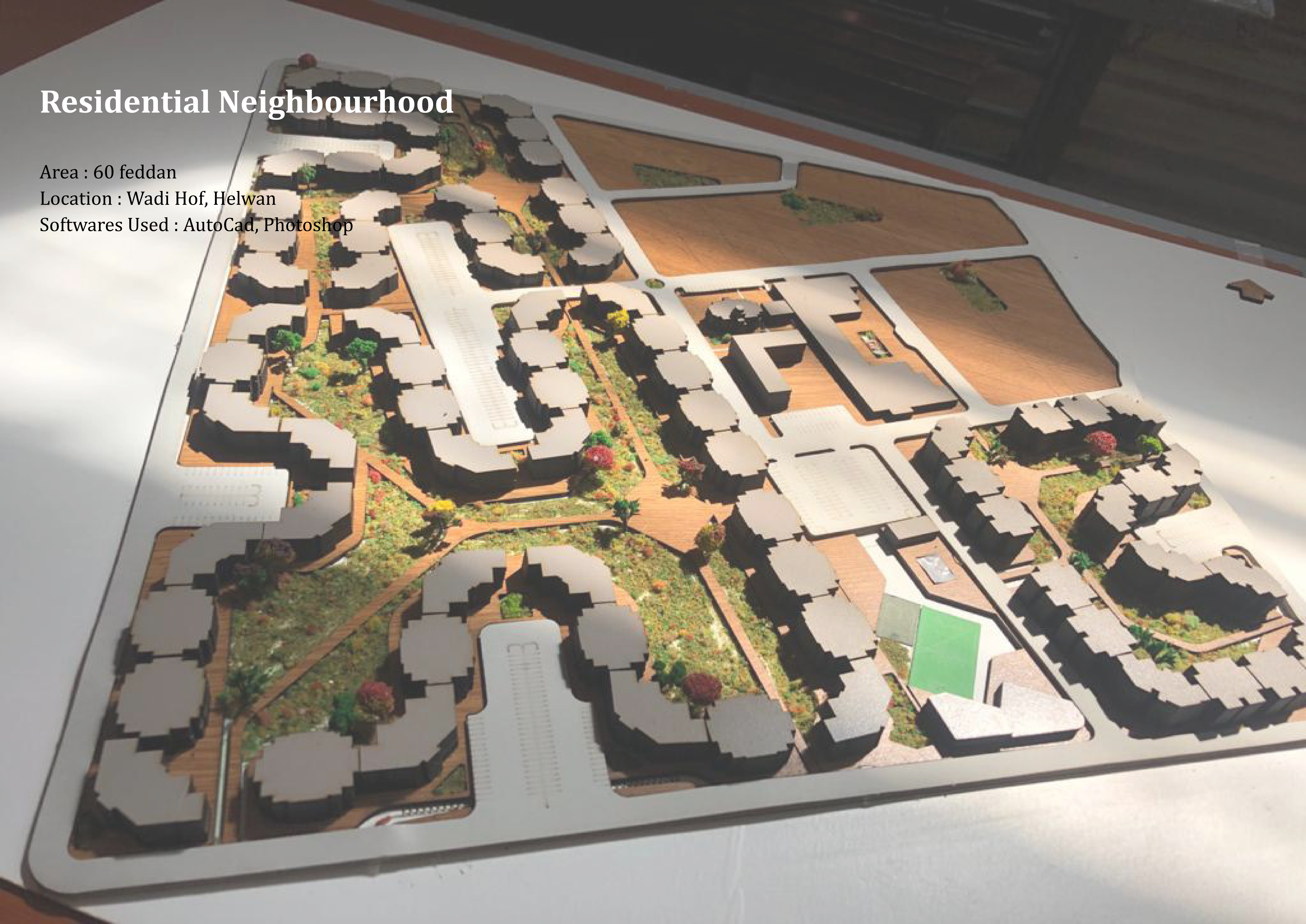
2 GALLON
2-3 FEET



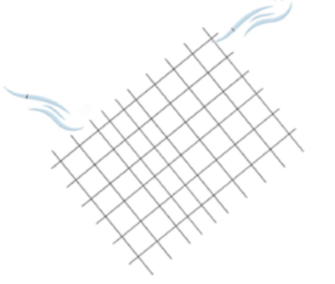
🟥 Current state 🟪 Proposed zoning

Residential Neighbourhood

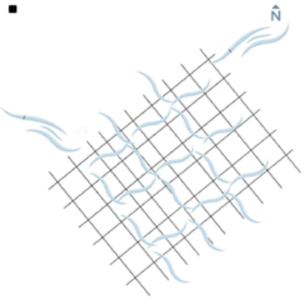
Area : 60 feddan
Location : Wadi Hof, Helwan
Softwares Used : AutoCad, Photoshop



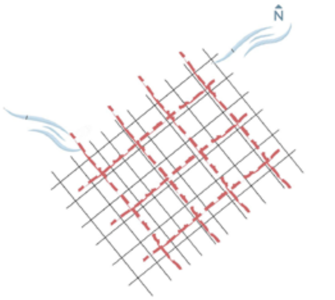
CONCEPT:



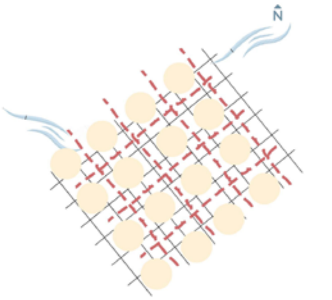
1-GRID IN WIND DIRECTION
NORTH EAST & NORTH WEST



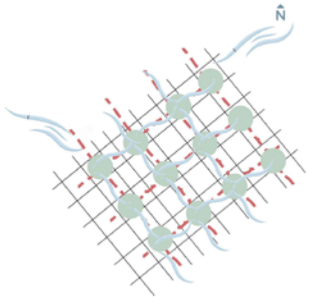
2- STREETS DIRECTION ARE
ABIDE WIND DIRECTION



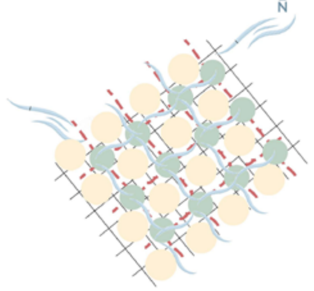
3- ZONES AND SPACES
WERE CREATED



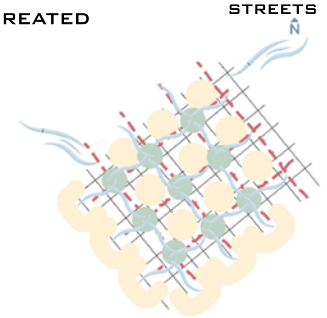
4- BETTER AIR FLOW WITHIN
STREETS CANYON



5- GREENERY WITHIN INTERSECTIONS
FOR VENTELATION & ABSORBING HEAT



6- COMBINING ELEMENTS



7- U SHAPE ENDING WORKS AS
AIR COLLECTOR

PROGRAMME:

Area	55	Feddan
Density	150	Inhabitants/Feddan
Population	8250	
Family Size	3.8	Person / family
Families	2171	

# of **land plots**	34
area	1000
dimentions	26*39
	24*42
Footprint	55%

Levels	**A**	**B**	**C**			
%	50%	30%	20%			
Units per level	1086	651	434	unit		
Area/Use/Level	30	35	20	m2		
Area per unit	114	133	76	m2		
Gross Area per unit	131.1	152.95	87.4	m2		
Units per Floor	4	4	4	unit		
Height (Floors)	5	4	6	floor		
Building % (Footprint %)	55%	55%	60%			
Units per Building	20	16	24	unit		
Footprint	524.4	611.8	349.6	m2		
Area per lot	953.4545455	1112.36	582.67	m2		
# of lots	54	40	18			
Area per level	12.2587013	10.59393939	2.497142857	Feddan	25.34978355	46.09%
Level %	0.222885478	0.19261708	0.045402597			
Units	1080	640	432			
Population	4104	2432	1641.6	8177.6	72.4	19.05263158
# of lots	55	40	18			
Area per level	12.48571429	10.59393939	2.497142857	Feddan	25.57679654	46.50%
Level %	0.227012987	0.19261708	0.045402597			
Units	1100	640	432			
Population	4180	2432	1641.6	8253.6	3.6	0.947368421
						Extra

Services

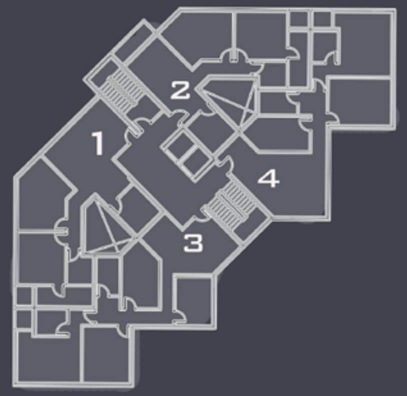
	Education			**Commercial**	
# students (-5,-10) per family	3039	students	Comm. Area per person	1.8	
class capacity	36	students	commercial area	14850	m2
# classes	84	class	# Shops per 1000 inhabitants	35	shops
service area per student	2.5	m2	# Shops per 1000 inhabitants	288	shops
Site area	7560	m2	Shop area	51.5625	m2
%	3.27%		%	6.43%	
	Health			**Entertainment (club)**	
# Beds per 1000 inhabitants	2.7	bed	Open area per person	0.9	m2
# Beds	22	bed	Open area	7425	m2
Area per bed	16	m2	% open areas	95%	
Green area per bed	10	m2	Site area	7815.789474	m2
Site area	924	m2	%	3.38%	
%	0.40%				

PROTOTYPES :

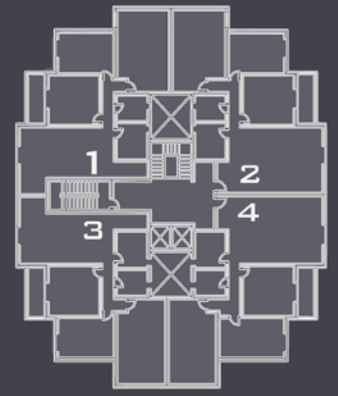
TYPE A : (50%)

AVERAGE GROSS AREA PER UNIT = 130 M^2

5 FLOORS & 4 UNITS/FLOOR



A

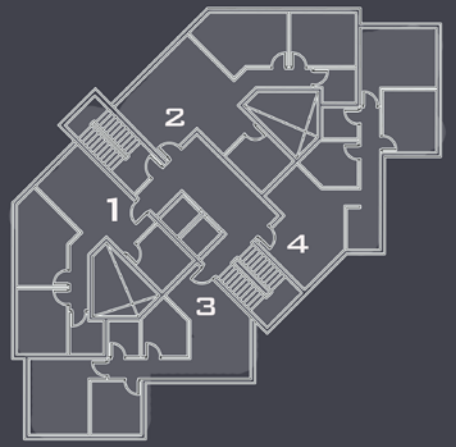


A'

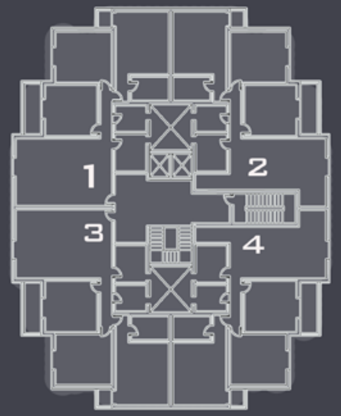
TYPE B : (30%)

AVERAGE GROSS AREA PER UNIT = 153M^2

4 FLOORS & 4 UNITS/FLOOR



B

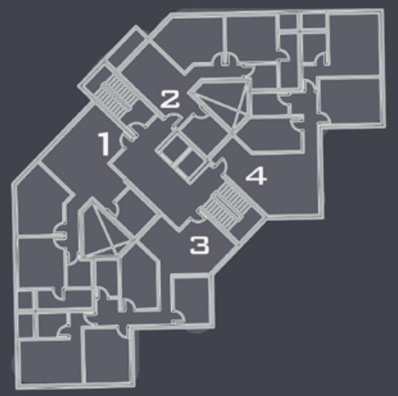


B'

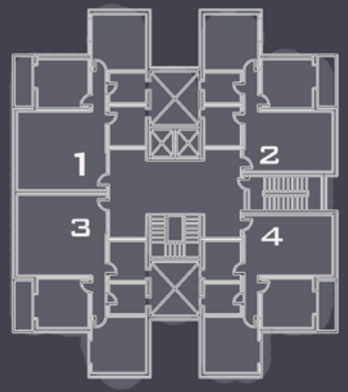
TYPE C : (20%)

AVERAGE GROSS AREA PER UNIT = 88 M^2

6 FLOORS & 4 UNITS/FLOOR



C



C'

AIN SHAMS UNIVERSITY
FACULTY OF ENGINEERING
URBAN PLANNING DEPARTMENT

FACULTY OF ENGINEERING
AIN SHAMS UNIVERSITY
URBAN PLANING AND DESIGN
DEPARTEMENT

LOCATION:

WADY HOF, AL MASARA DISTRICT

NORTH ARROW:

N

KEY MAP:

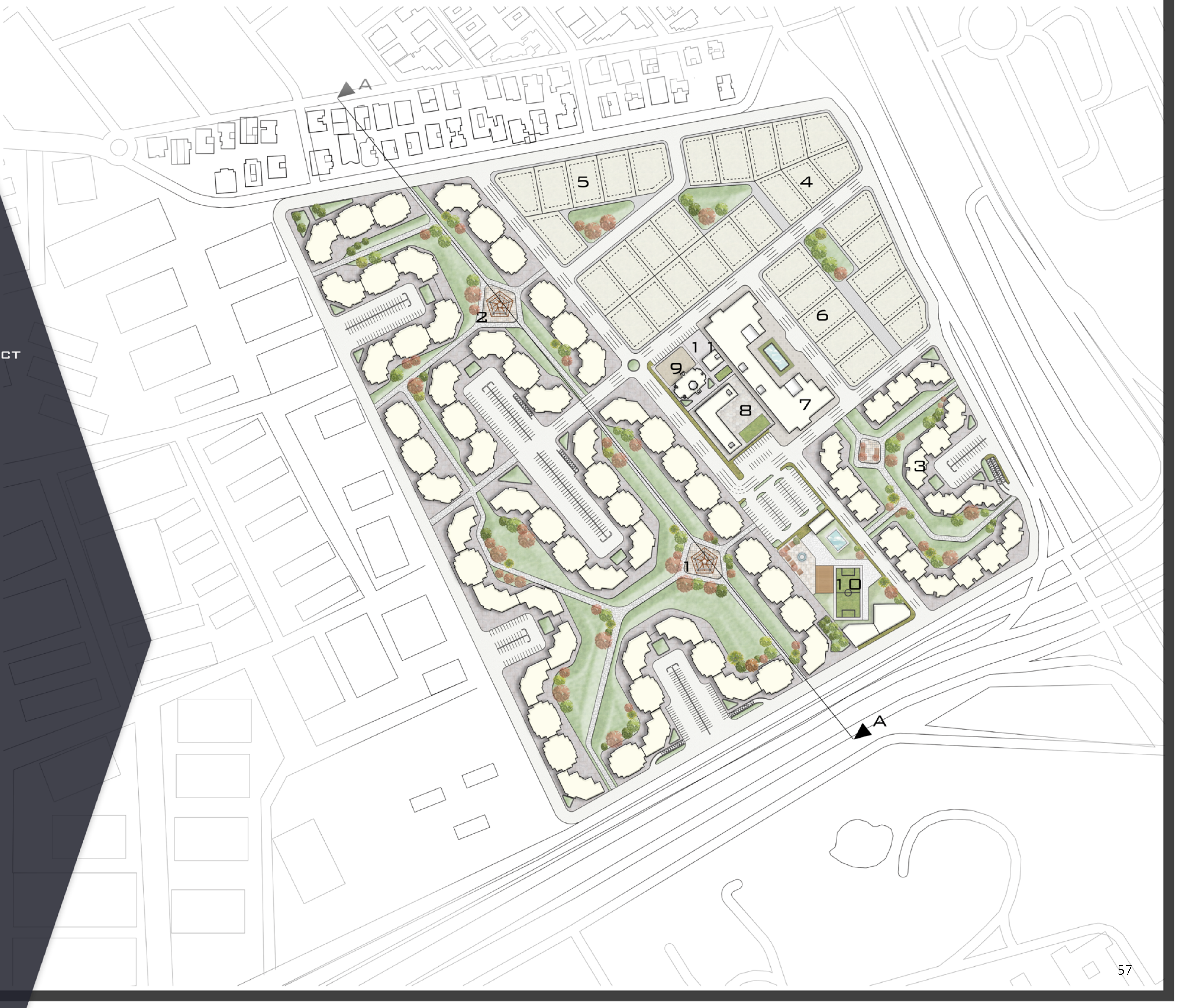
1 - CLUSTER TYPE A
2 - CLUSTER TYPE B
3 - CLUSTER TYPE C
4 - LANDS TYPE A
5 - LANDS TYPE B
6 - LANDS TYPE C
7 - COMMERCIAL MALL
8 - PRIMARY

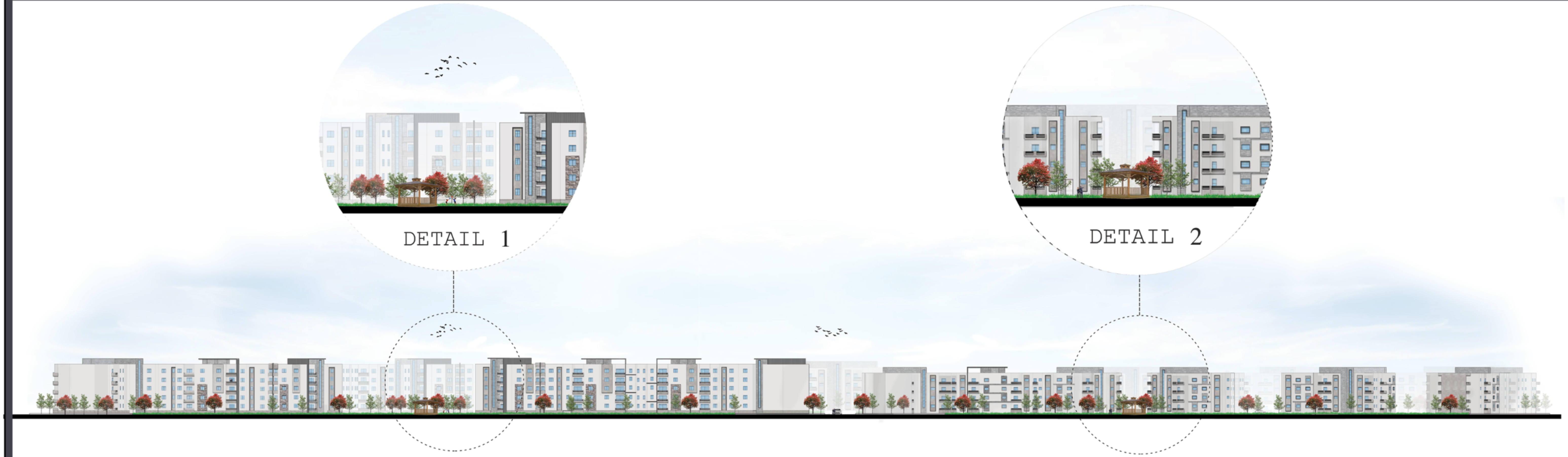
BOARD TILTLE:

LAYOUT

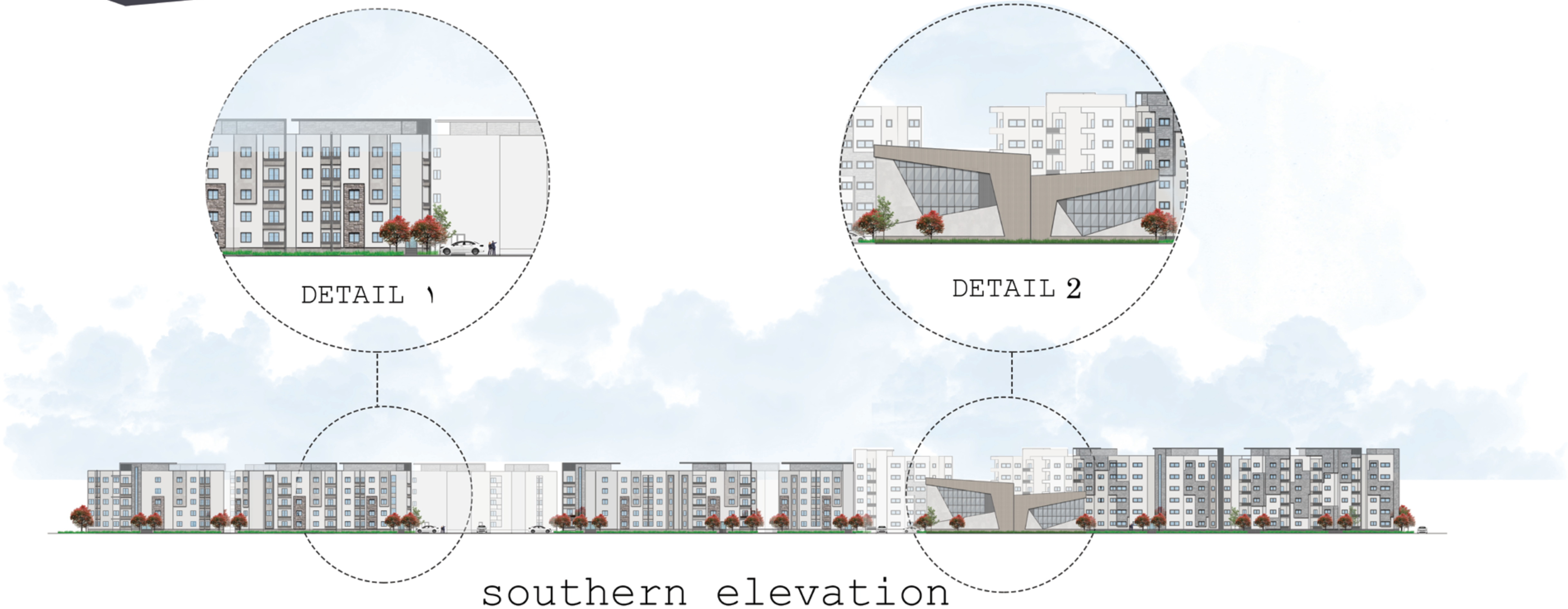
SCALE:

1:1000

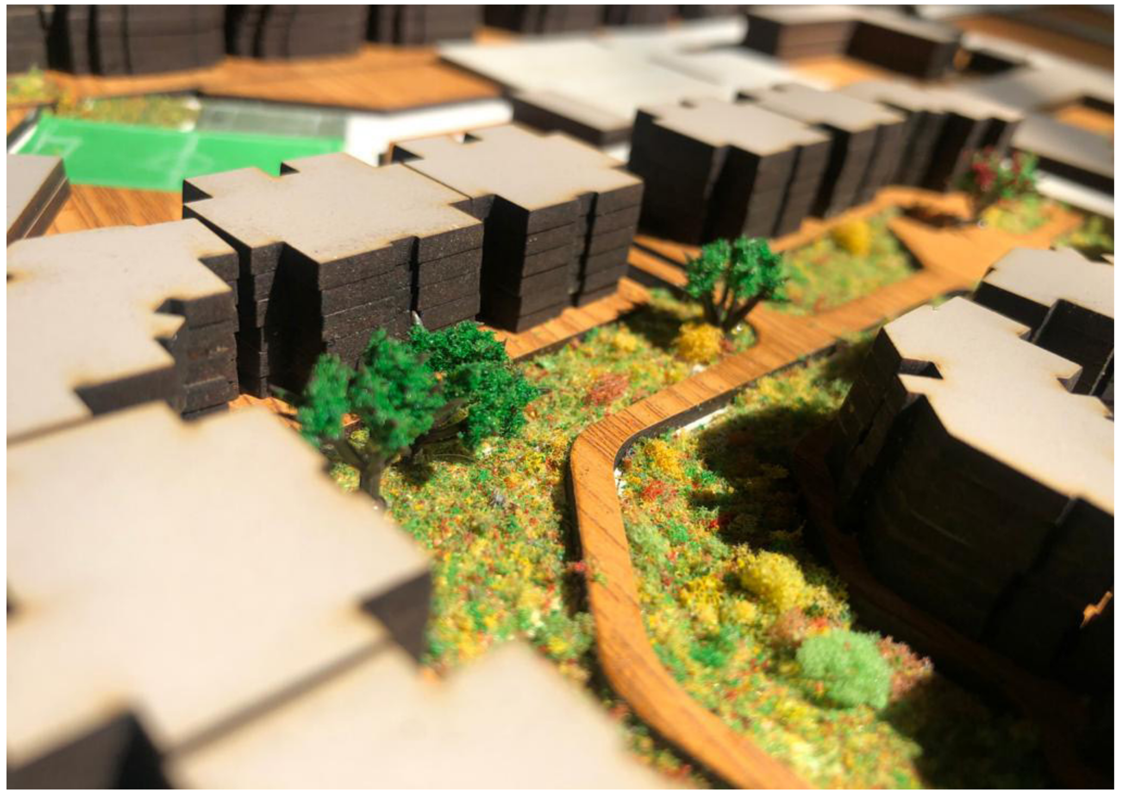


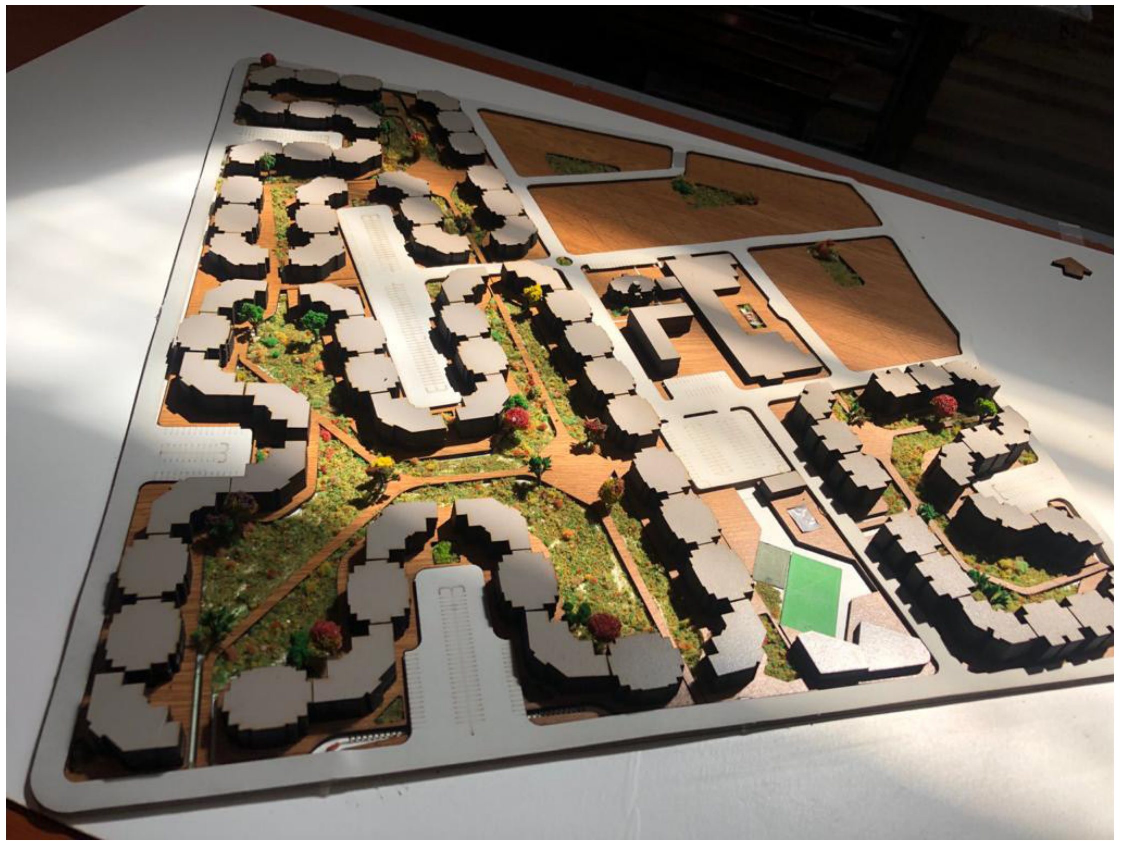

DETAIL 1
DETAIL 2

section A-A


DETAIL ١
DETAIL 2

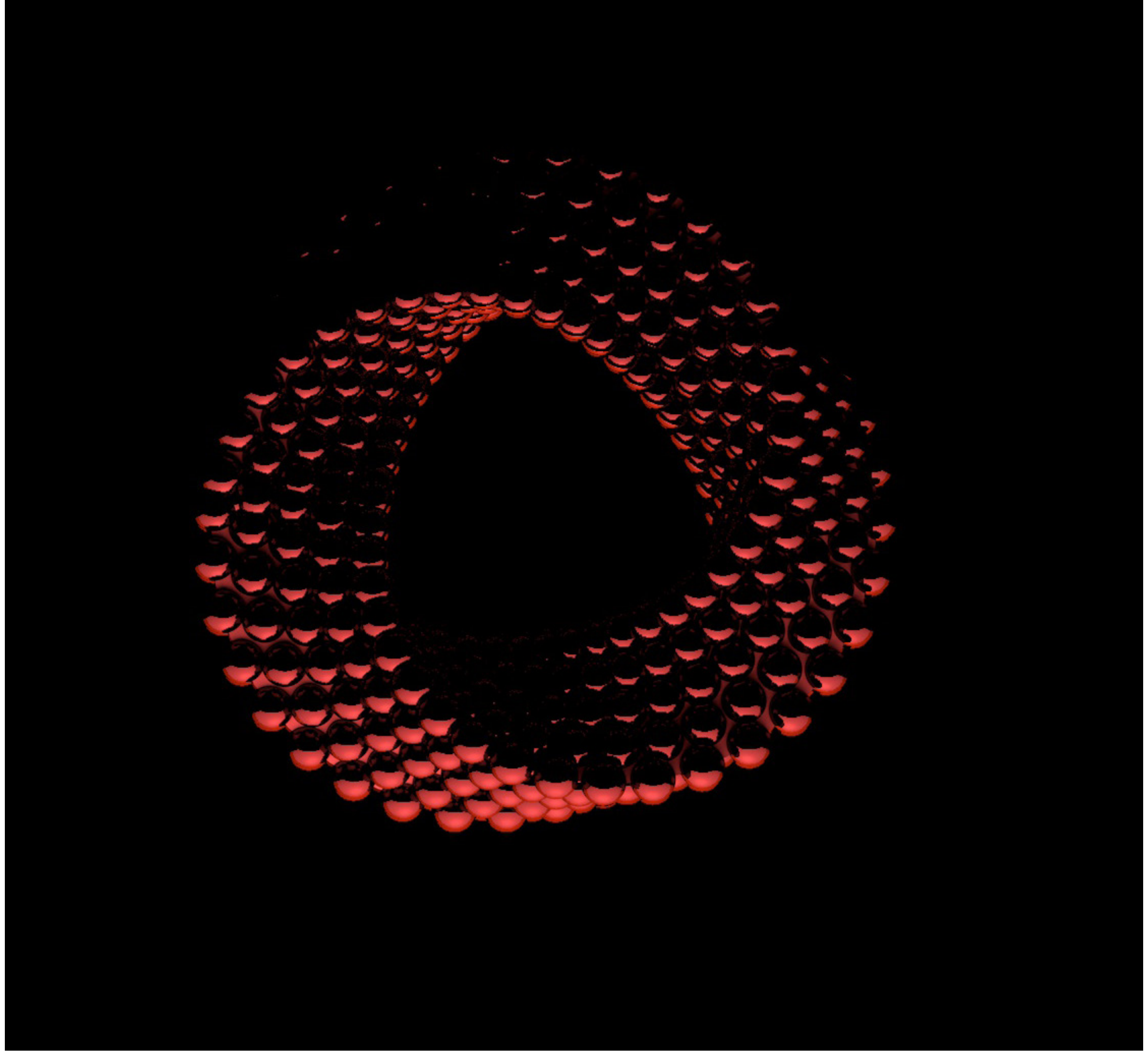
southern elevation





PERSONAL WORK

Concept Art & Animations - Photography

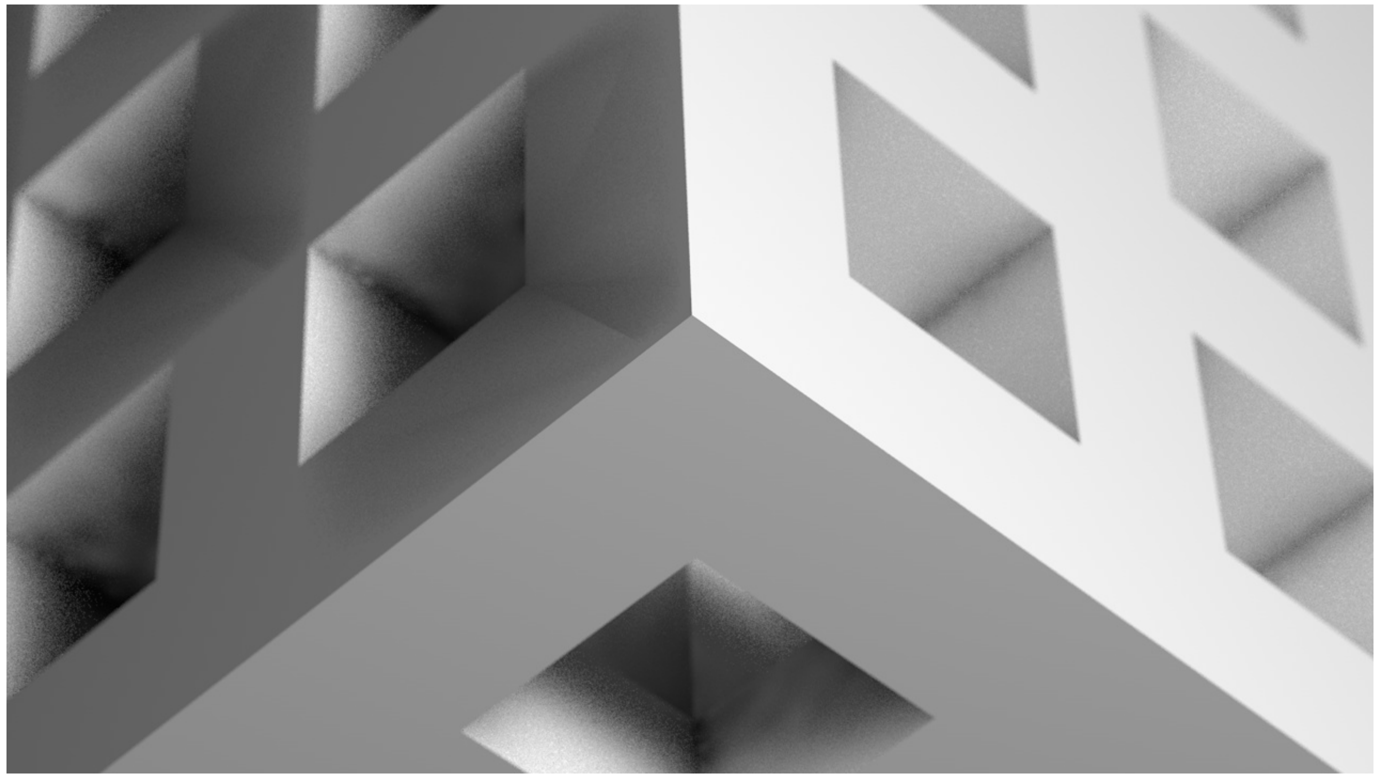


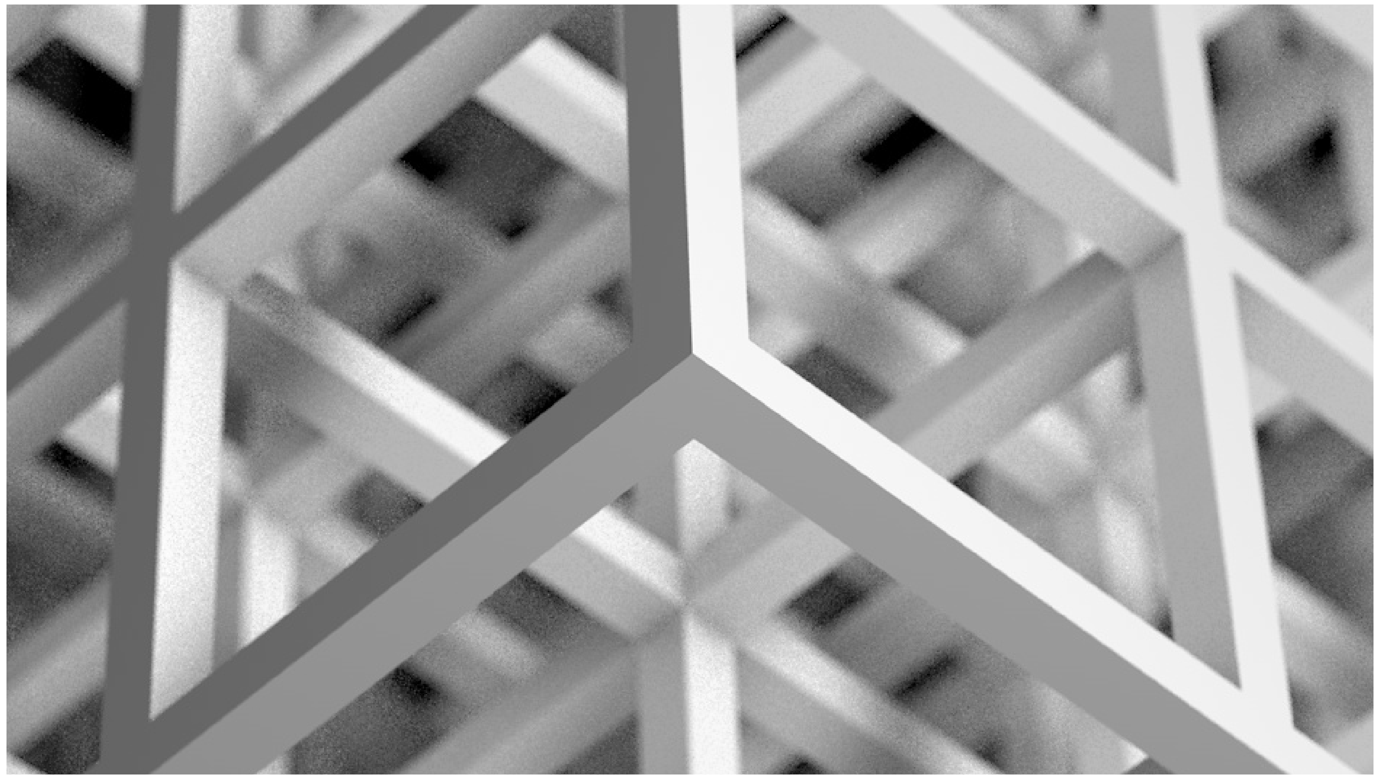
Möbius Strip

Based on The Timeless Journey of the Möbius Strip - inspired by a totorial

Visual Art

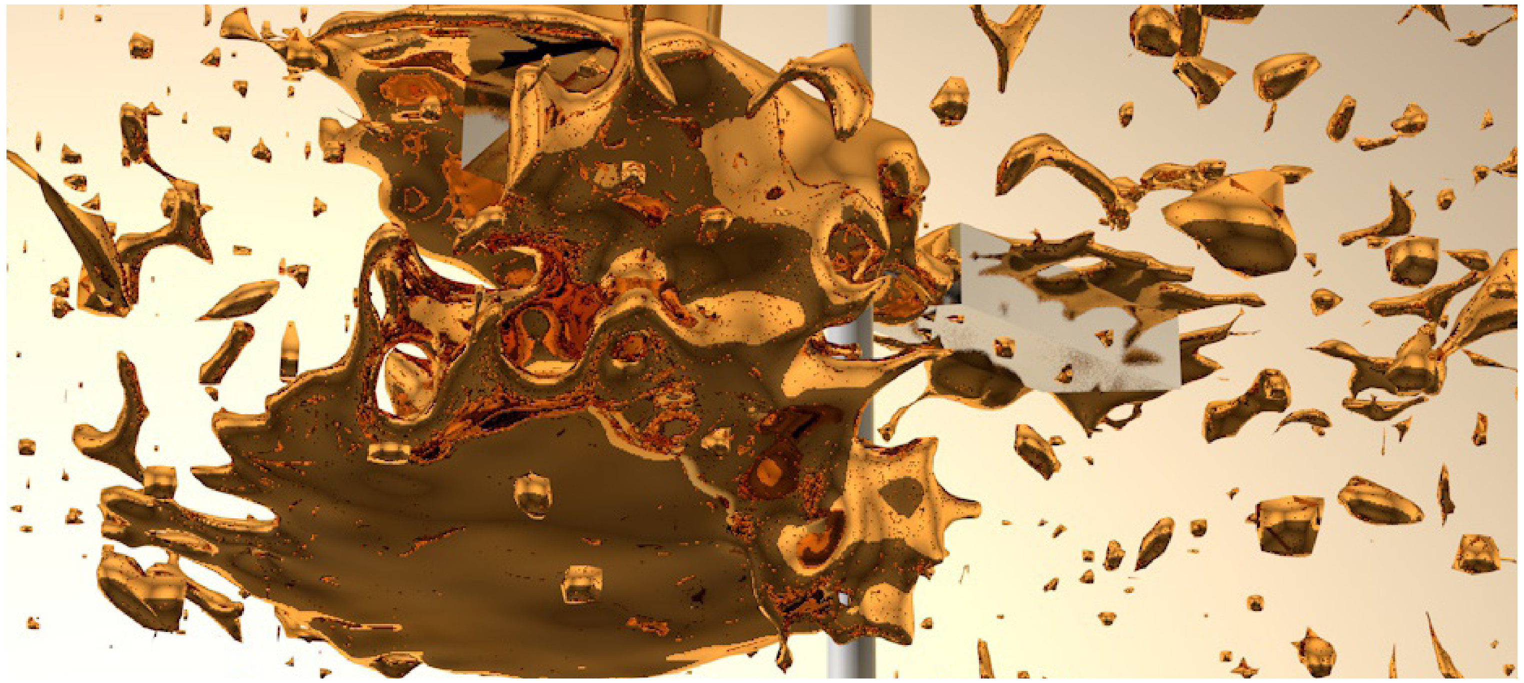
At First Glance it may seem one is bigger than the Other
but originally they are all the same size.
Kindly Scan the Qr Code

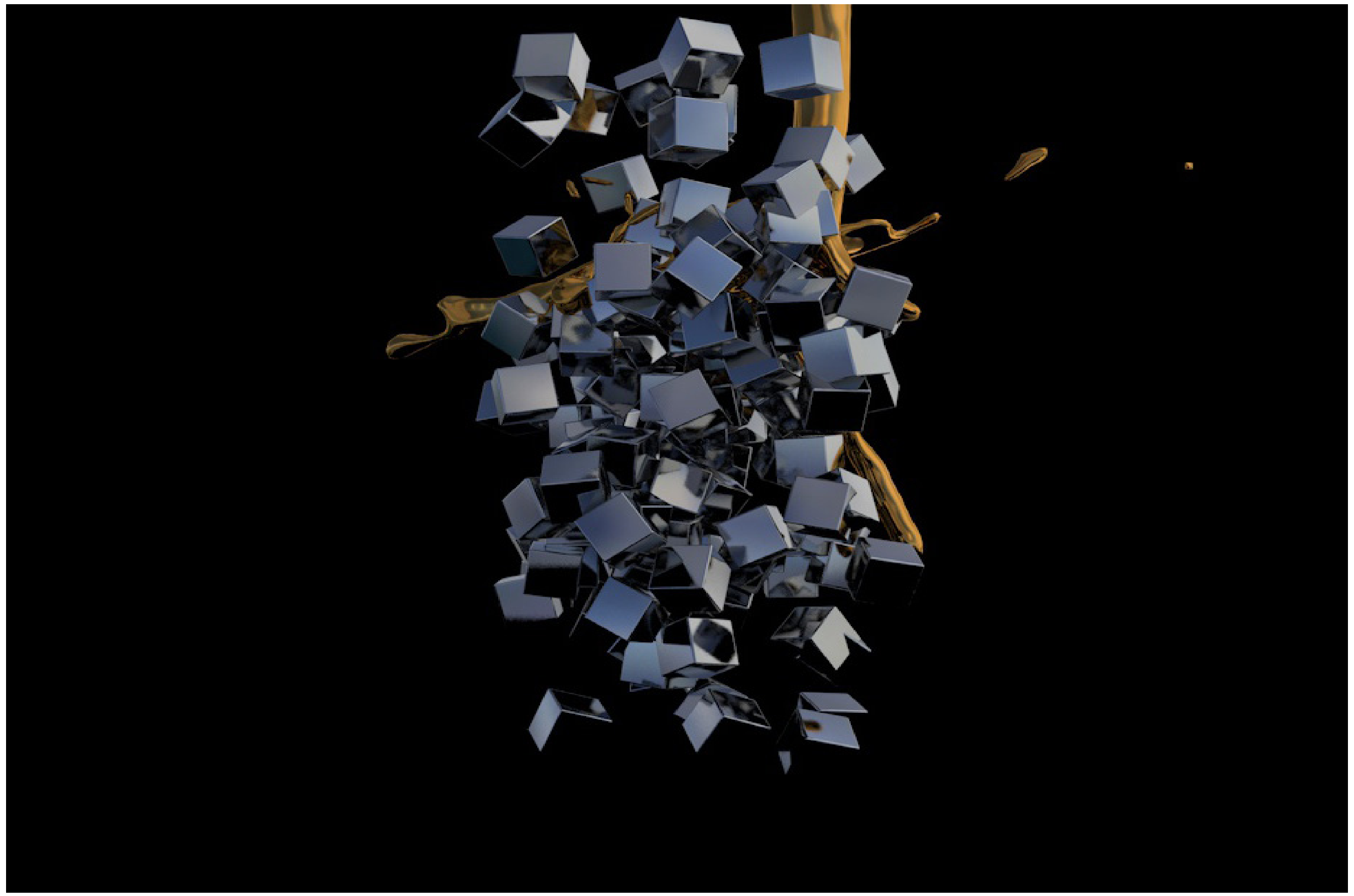


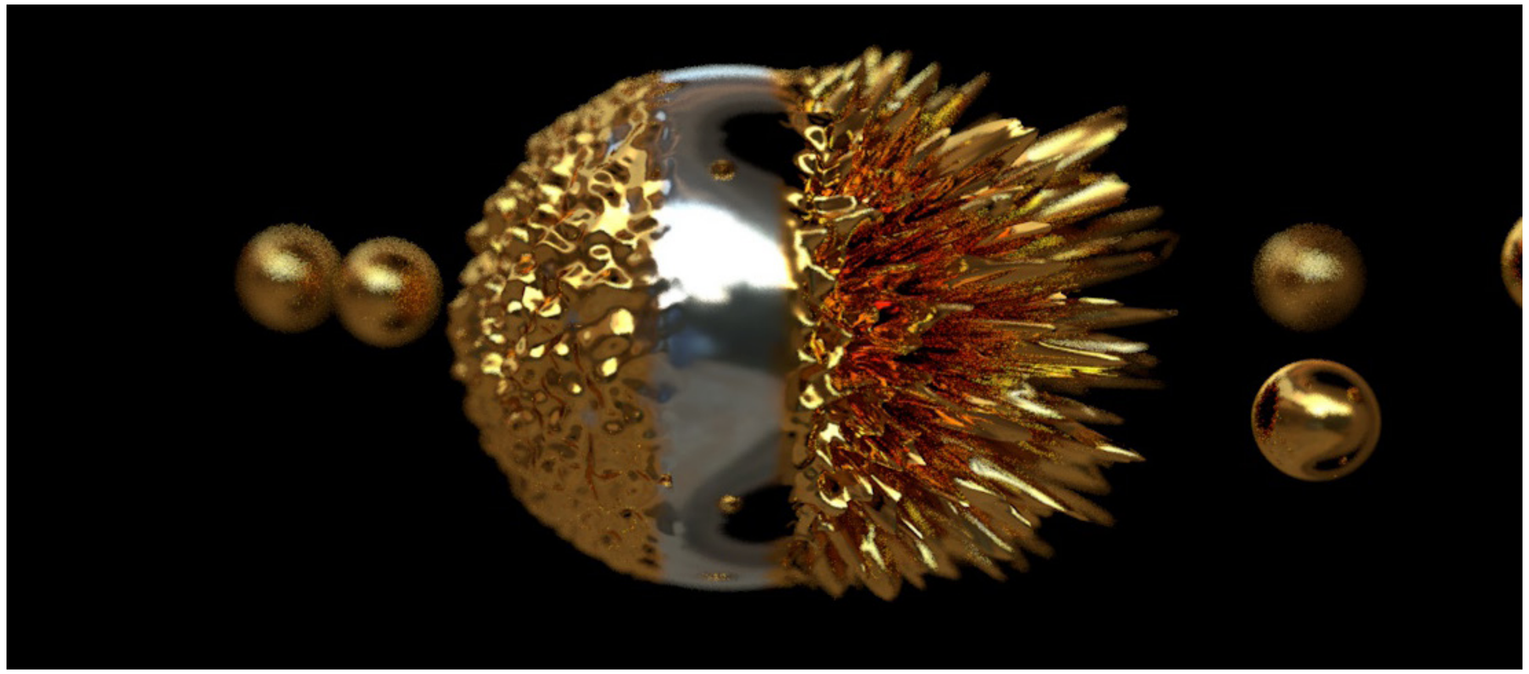


3D Animations

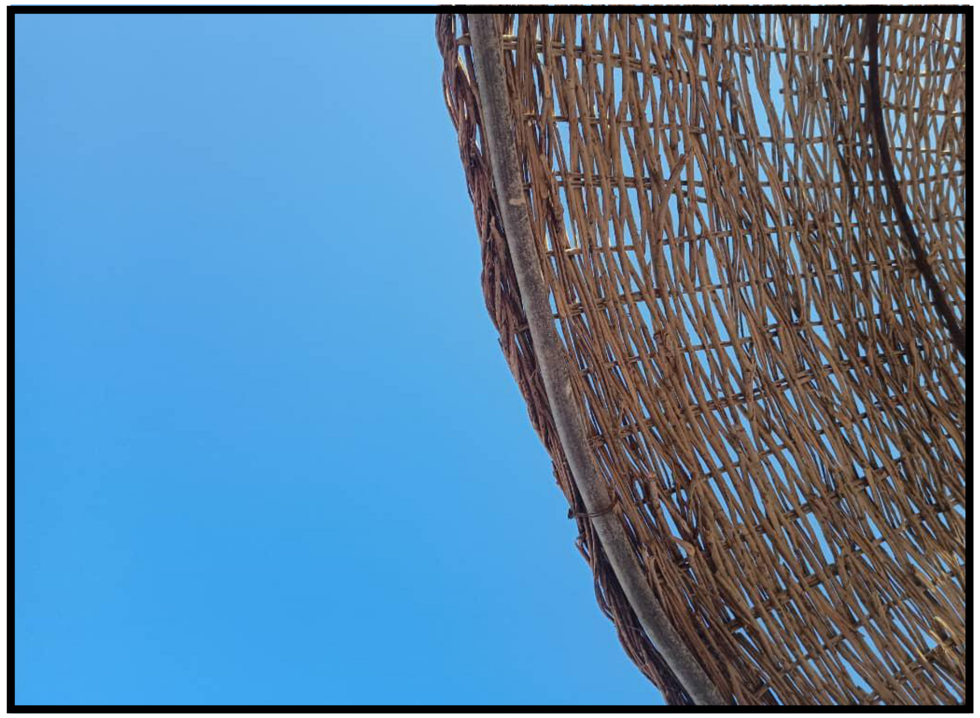
simple & light form of animations - modeled in C4D and rendered in physical renderer. Kindly scan the Qr Code

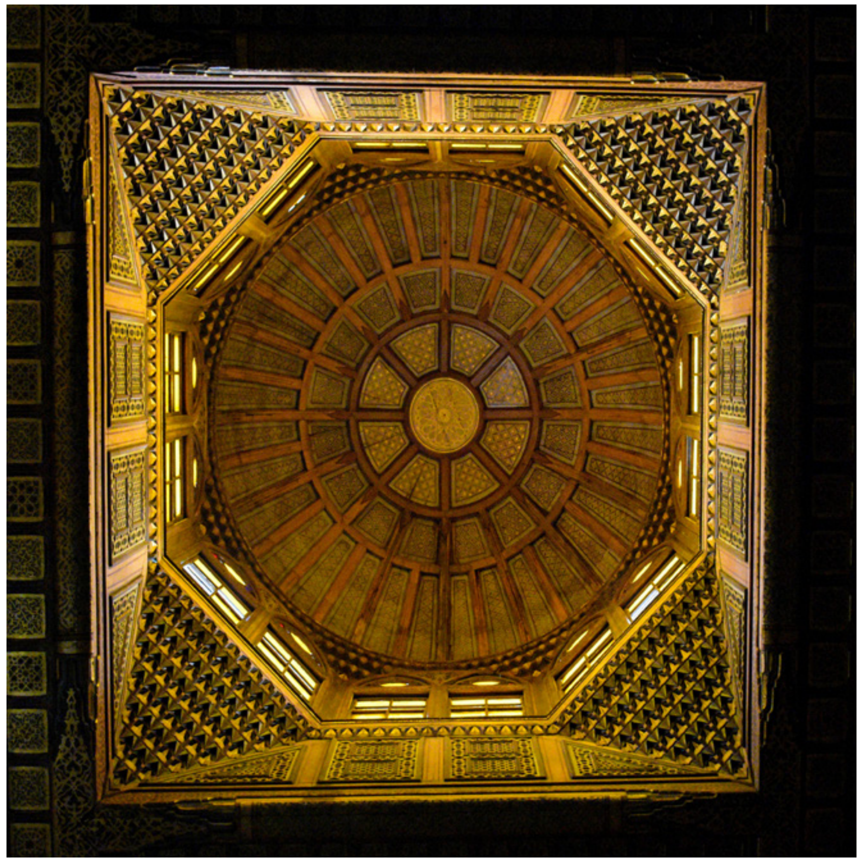






PHOTOGRAPHY





THANK YOU !